



HOW TO USE THE GUIDE

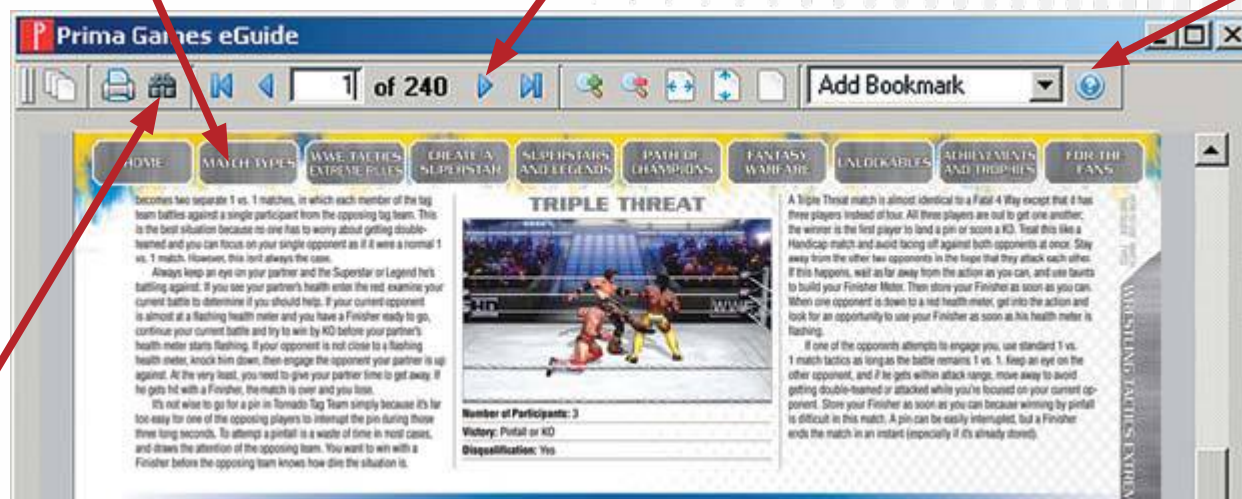
This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *WWE All Stars*: Prima Official eGuide at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

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FOREWORD: WHAT IS WWE ALL STARS AND WHY DID WE MAKE IT?

Spend even a few minutes with *WWE All Stars*, and players will have their answer. This is WWE as one remembers it as a kid and as one may have described it to his or her friends on the playground after watching Hulk Hogan body slam Andre the Giant or seeing Jimmy "Superfly" Snuka dive off the top of the cage. *WWE All Stars* is the fantasy of WWE, where larger-than-life characters perform super heroic feats in the ring and form memories that last a lifetime.



For me, those memories go back to when Hulk Hogan battled the Iron Sheik, Sgt. Slaughter faced off against Pat Patterson and a giant named Andre Roussimoff squared off against Baron von Raschke. I watched Ricky "The Dragon" Steamboat battle "Macho Man" Randy Savage in what many consider one of the best *WrestleMania* matchups of all time. I watched with disbelief as Ultimate Warrior beat Hulk Hogan at the SkyDome during *WrestleMania VI*. I witnessed Stone Cold Steve Austin drop the Stunner on Mr. McMahon, kicking the "Attitude Era" into full gear. I watched as a complete unknown named John Cena dashed to the ring to answer an open challenge and nearly defeat Kurt Angle. Most recently, I saw Sheamus achieve more in a year and a half than many WWE Superstars achieve in their entire careers.

These are the larger-than-life moments that formed the core idea behind *WWE All Stars*, a game that draws from the long and colorful history of WWE. What if the WWE Legends of yesterday could battle the WWE Superstars of today? Who is the greatest warrior? Who is the greatest high flyer? Who is the most charismatic? WWE enthusiasts have been asking these questions for years, and now they can be answered with *WWE All Stars*.

A larger-than-life theme needed larger than life gameplay. Fortunately, the team at THQ San Diego has been making these types of games for many years. *WWE All Stars* Creative Director Sal DiVita has worked on such franchises as *NBA Jam*, *NFL Blitz*, *Mortal Kombat* and even *WWE WrestleMania* the arcade game. In addition, many team veterans cut their teeth on action sports titles and are huge WWE and fighting game fans. Making a game like *WWE All Stars* was in our blood.

Taking a franchise known for its realism back to its arcade roots is no easy task. We wanted the fun, "pick up and play," fast-paced action of the old WWE coin-ops but with the depth of a modern fighting game. Could these two opposites exist in the same game? As it turns out, they can.

Before giving a game depth, the team first had to make it intuitive—a game anyone can play with little to no coaching. We have definitely succeeded in that regard. The combat controls and visual interface in *WWE All Stars* are closer to a modern fighting game than most previous WWE games. The main face buttons control weak and strong strikes and grapples. We focused on unique gameplay mechanics rather than base statistics. A health bar, rather than a momentum meter, insures matches are exciting and do not drag on any longer than necessary.

We also took a number of liberties with the match rules in *WWE All Stars*. Falls count everywhere. There are no count outs or rope breaks, and the only way to get disqualified is by bashing the opponent with an illegal object (and even then, one can probably get in a few hits with only a warning). We keep the action fast-paced and chaotic in three- and four-player matches as well. Tornado Tag, where all the competitors are in the ring at once, has replaced standard Tag Team, keeping all four competitors involved in the mayhem at all times. Fatal 4-Way Elimination is especially fun and a favorite around the office. To be the last man standing, the player needs a unique blend of tactics, deception, fast talking and timely betrayal.

Once we established our basics, it was time to layer on the depth, a task made easier by THQ San Diego's combat engine, which features some of the smoothest animations ever seen in a WWE or fighting game. Our animators and designers literally work side by side on the thousands of motion captured moves in the game, allowing us to tweak the data to the level of precision required by fighting game fans while still maintaining the authenticity of the original moves. Through our scripting tools, we were able to link moves together nearly seamlessly, allowing us to build striking and grappling chains a half dozen or more steps long, with multiple branches for players to discover. New players will start chaining combos within minutes, but the depth of the system means even experienced players will be discovering new combos or creating their own for a long time.

A great deal of the depth in our combat system was introduced through the process of building our character classes. Each of our four classes—the Brawler, the Grappler, the Acrobat and the Big Man—adds a unique gameplay experience to *WWE All Stars*. Each has its own strengths and weaknesses while matching up in different ways with the other classes. Two Acrobats leaping around the ring is a completely different experience than an Acrobat trying to use hit and run tactics against a Big Man. By looking at each of the classes individually, one can begin to see what each character class added to the game as a whole.

Through the features we developed while designing our classes, and move sets researched by true WWE enthusiasts that encompass the greatest moves throughout the history of our in-game WWE Legends and WWE Superstars, we have come up with an initial roster of 30 unique characters. Each brings his own play style to the table, is equally capable in the hands of a skilled player and requires different tactics depending on his opponents. Add to this mix over a dozen additional roster members available as downloadable content, and players have an experience certain to have appeal with old and new WWE enthusiasts, inexperienced as well as hardcore fighting game fans and fans of action games in general.

Through this guide, put together by Prima with the help of the *WWE All Stars* design team, players will have access to every secret in the game, from deeply buried combo chains to hidden unlockables. Pick a favorite WWE Legend or WWE Superstar and make a mark on WWE history!

David Friedland, Senior Designer, THQ San Diego

HOW TO USE THIS GUIDE

WWE All Stars is a brand new title in the WWE gaming universe, but it's not the first of its kind. What makes *WWE All Stars* unique is its fast-paced, arcade play style, which is a stark contrast to the simulation play style of the *SmackDown vs. Raw* series. *WWE All Stars* pits Superstars against Legends in a variety of gameplay modes that challenge you to test the might of current and former WWE combatants.

This guide offers basic information for players new to the genre, as well as in-depth and advanced tactics for seasoned WWE veterans. Even if you've had years of practice playing *SmackDown vs. Raw*, you'll find that *WWE All Stars* offers a very different take and requires a new set of skills to master.

Chapter 2: Match Types

Match Types covers all of the match types that are found in *WWE All Stars*. The nuances of each match type are covered in broad strokes and in great detail, depending on the match. Some matches offer minigames, while others are fairly straightforward.



Chapter 3: WWE Tactics Extreme Rules

WWE Tactics Extreme Rules discusses the abilities of each Superstar and Legend, as well as basic play styles and tactics. It also covers the more advanced strategies that can be employed by all Superstars and Legends, as well as detailed breakdowns of the various game systems (counters, energy meter, etc.) that are in use throughout each match.



Chapter 4: Create a Superstar

Create a Superstar covers every customizable aspect of the Create a Superstar mode. You'll find all of the options are detailed here, with several screens to walk you through the creation of your very own Superstar, his move set and arena entry, as well as a nickname for the commentators to use.



Chapter 5: Superstars and Legends

Superstars and Legends takes apart every combatant in the game and analyzes them in great detail. Everything from combo chains to specific strategies is covered here, along with how to play as each Superstar or Legend, and how to defend against another player taking control of a favorite WWE personality. Everything you need to know about each and every combatant in the game can be found in this chapter.



Chapter 6: Path of Champions

Path of Champions discusses all three paths available in the Path of Champions mode, played on the All Star difficulty setting. Take on Undertaker's, challenge D-Generation X's tag team reign, or climb to the top of the *WrestleMania* ladder. Whichever path you choose, this chapter has detailed strategies on how to take down all ten computer-controlled opponents standing between you and victory.



Chapter 7: Fantasy Warfare

Fantasy Warfare provides a detailed look at all 15 matches in the battle between Superstars and Legends. Strategies for playing as either the Superstar or the Legend are available, as well as tips on which combatant is



easier to win with. In many cases, the individual talents of the WWE personalities are not the deciding factor. All strategies are based on the All Star difficulty setting to make sure you have the absolute best chance at victory.

Chapter 8: Unlockables

Unlockables covers all of the unlockable content available in *WWE All Stars*. When you first turn the game on, there are plenty of Superstars, Legends, alternate outfits, and arenas to unlock. This chapter shows you how you can unlock what you want, when you want, without having to wait.



Chapter 9: Achievements and Trophies

Achievements and Trophies offers a detailed list of every Xbox 360 Achievement and PlayStation 3 Trophy, complete with gamer points awarded, trophy types and tips to help you obtain the more difficult Achievements and Trophies. If you're looking to earn another platinum Trophy, or add to your gamerscore, this chapter has everything you need to know.



Chapter 10: For the Fans

For the Fans is a section dedicated to you...the fans. You'll find intriguing interviews, features, and a 10%-off code at WWEshop.com.



MATCH TYPES

WWE All Stars has several different match types that allow for a various number of players and require different strategies to be successful. This chapter provides a basic overview of each match type, as well as general strategies to help you win each match.

BASICS

NUMBER OF PARTICIPANTS



The number of participants listed for each match type is the number of players (human or computer) that can partake in the match. Some matches are limited to two players in a 1 vs. 1 scenario, while others have up to four players. The number of participants in a match drastically alters how the match should be played.

VICTORY



Win by pinfall ...



... or KO.

There are different ways to win a match depending on the match type. Most matches allow you to win by KO or pinfall. This means you can connect a Finisher when the opponent's health meter is flashing to win by KO, or pin the opponent for a 3-count to win by pinfall. Other matches require unique methods to win, such as the minigame that occurs when you climb to the top of the cage in a Steel Cage match.

DISQUALIFICATION



There's a short period of time after an object attack that allows you to attack a second time without getting a warning. You have to act quickly, but doing so allows you to attack four times with objects (two attacks for each warning) before you risk disqualification.

If you are disqualified, you lose the match. Not all matches allow for

disqualification, but any match in which you can be disqualified still lets you get away with two object attacks without fear of a disqualification. A warning is displayed after each object attack. There's a 50 percent chance of being disqualified every time you attack with an object once you've been warned twice.

MATCH TYPE OVERVIEW

MATCH TYPE INFORMATION

Match Type	Number of Participants	Victory Type	Disqualification
1 vs. 1	2	Pinfall or KO	Yes
Elimination	3-4	Pinfall or KO	Yes
Extreme Rules	2-4	Pinfall or KO	No
Fatal 4 Way	4	Pinfall or KO	Yes
Handicap	3-4	Pinfall or KO	Yes
Steel Cage	2-4	Climb Out	No
Tornado Tag Team	4	Pinfall or KO	Yes
Triple Threat	3	Pinfall or KO	Yes

MATCH TYPES BREAKDOWN

1 VS. 1



Number of Participants: 2

Victory: Pinfall or KO

Disqualification: Yes

A 1 vs. 1 match is exactly what it sounds like. You can go head-to-head

against a single computer-controlled opponent, or battle against a single friend. The winner of this match is determined by your raw skill coupled with the abilities of the Superstars and Legends involved. There are no distractions from outside forces, such as other Superstars or Legends, objects, or anything else. If an object is pulled out from under the ring, it can only be used once by each combatant. If it's used any more than that, there's a severe risk of disqualification.

Make sure to use the entire ring and the surrounding area to your advantage in this match. Don't feel the need to be always attacking your opponent. There's a time for offense, there's a time for defense, and there's a time to stay away from your opponent. Momentum is very important in a 1 vs. 1 match because there's nothing to focus on other than the opponent. If you find yourself taking heavy damage, with your reversal attempts failing, move away from the opponent. Not only does this give you a chance to rethink your strategy, if the opponent chooses to chase after you, he'll drain his ability to use Signature Moves (the meter that stocks Signature Moves is drained when you run).

It's also important to remember that there are no count outs i *WWE All Stars*. You can stay outside the ring for as long as you want with no penalty. Move around the ring, go in and out of the ring, and take your time. This isn't a race, it's a battle.

ELIMINATION



Number of Participants: 3-4

Victory: Pinfall or KO

Disqualification: Yes

NOTE

An Elimination match can be tag team or free-for-all.

An Elimination match consists of three or four combatants all battling simultaneously. The winner of an Elimination match is the last man standing. To eliminate a participant, defeat him with a pin or KO. It doesn't matter who gets eliminated first, the match continues until only one man remains.

The best tactic in an Elimination match is to stay as far away from the opponents as possible. The more you interact with the opponents, the more likely you are to take damage. There's no way to replenish lost health, so the more damage you take, the closer you are to losing. Stay back and allow the other combatants to take each other out, then engage the remaining

opponent in what essentially becomes a 1 vs. 1 match.

There are times when it's not possible to avoid an opponent. This is especially true in four-player matches, when it's very common for the participants to divide into two 1 vs. 1 battles. In this case, focus on your battle while keeping an eye on the other opponents. It is very important to win your battle, but if one of the fighting pair of opponents defeats the other, or decides he wants a new opponent, you need to watch for attacks from all angles. In this scenario, as soon as another opponent starts to close in, try to knock your current opponent down, then make a run for it. Avoid getting caught in a battle against more than one opponent at all costs.

In matches against computer-controlled opponents, it's important to save your Finisher so you can defeat all but the last opponent by way of KO. This is because the computer opponents will stop what he is doing and interrupt a pin attempt. There's no way to interrupt a KO once a Finisher has connected (assuming the opponent has a flashing red health meter).

In matches consisting entirely of human opponents, you don't have to save your Finisher. This is especially true if the other opponents are occupied and not interfering with your current battle. In this case, it's not as important but it's still good to save your Finisher so that you can inflict big damage to one of the remaining opponents as soon as you defeat one by pin.

If you have defeated one opponent, and the other two are still engaged in combat, use taunts to build your Finisher Meter, then store your Finisher if you haven't already done so. This gives you quick and easy access to your Finisher any time you need it.

EXTREME RULES



Number of Participants: 2-4

Victory: Pinfall or KO

Disqualification: No



Perform a reversal when an opponent attacks with an object to take the object from him. Reversals on object attacks are significantly easier to perform than normal reversals.

An Extreme Rules match is one of the few matches in which it is not possible to be disqualified. You can access objects from under the ring in any match, but in an Extreme Rules match, objects are scattered around the outside of the ring, and two trash cans at either corner are full of usable objects.

Don't bother pretending an Extreme Rules match is a normal match. Do not attempt to directly engage the opponent with chain combos and grabs. This strategy is effective only against computer-controlled opponents at the very start of the match. Object attacks inflict more damage at a faster pace than any other attack in the game, aside from Signature Moves and Finishers. Therefore, the point of an Extreme Rules match is to get outside the ring, grab an object, and pummel your opponent with it.

The best way to do this is to battle in the ring and corner the opponent against the turnbuckle. Use Quick Strikes with the object to continually slam the opponent against the turnbuckle. This puts him in a constant state of stun, which means he'll be unable to reverse, block, or escape your attacks. As soon as his health is flashing red, drop the object and unleash a Finisher. Against a computer-controlled opponent, you won't have to store the Finisher first because the opponent is stunned long enough for you to complete a full Finisher. However, against a human opponent, store the Finisher first, pick the object back up, slam the opponent against the turnbuckle one last time, drop the object again, and then use the stored Finisher.

In Extreme Rules matches against multiple opponents, ignore the other participants unless they move close to you. If you're slamming an opponent against the turnbuckle and another opponent approaches with an object, make sure you attack first. In many cases, an object vs. object attack results in both combatants being hit. It's important to attack first to avoid taking damage.

FATAL 4 WAY



Number of Participants: 4

Victory: Pinfall or KO

Disqualification: Yes

A Fatal 4 Way match is basically a 1 vs. 1 match that features four partici-

pants instead of two. Unlike an Elimination match, the first person to score a win by pinfall or KO wins the match. This means you must keep an eye on the other three Superstars or Legends. It's also very important to save your Finisher until you can score a KO.

Use Signature Moves as you please, but as soon as one of the opponents reaches a flashing red health bar, check to see if the person he's battling has a Finisher ready to use. If he does, stop whatever you're doing and either use a Finisher on the opponent with the flashing health meter (if an opportunity presents itself), or engage the opponent who has a Finisher ready to go. The first person to land a Finisher on the opponent with the flashing health meter will win by KO.

The only time you should ever attempt to win by pinfall is if the other opponents are as far away as they can possibly get. As soon as you initiate the pin, the remaining opponents have a full three seconds to run over to you and interrupt the pin. That's a lot of time in *WWE All Stars*, so if an opponent is even remotely close to you, expect to get interrupted.

In a Fatal 4 Way it's every man for himself, but it's not uncommon to see three players gang up on one, or even two against one. Try to avoid these situations at all cost. It's extremely difficult to battle against multiple opponents at once. The likelihood of coming out victorious is not good. Everything you try to do, whether it's chain combos, grabs or reversals can be interrupted. If you try to block everything, one of the opponents can use a grab and nullify your blocking attempt. There's simply no good way to attack multiple opponents at once. Your best option is to run away until you can engage one opponent at a time.

HANDICAP



Number of Participants: 3–4

Victory: Pinfall or KO

Disqualification: Yes

A Handicap match is where one opponent faces off against all other opponents. This scenario can happen in a Fatal 4 Way or Triple Threat match, but it's simply an option the players have. In a Handicap match, it's not an option. One opponent is basically a rabbit, while the remaining opponents are wolves trying to take out the rabbit. The winner of this match is either

the rabbit, or the wolves. The wolves cannot inflict damage to one another, so their only target is the rabbit.

If you're the rabbit, this is arguably the most difficult match type. As the rabbit you have to defend yourself against two or three other opponents. To win, you only have to pin one of the other participants, but that can be extremely difficult if they're all attacking at once. This is a little easier against computer-controlled opponents because you can move in and out of the ring and eventually separate the opponents so you can engage in 1 vs. 1 battles. However, against human opponents this is very difficult to do.

Your best bet is to use short chain combos and lots of Quick Grabs. The longer the chain combo, the more time an opponent has to interrupt you. Combos that knock down are especially good because you have a short time to attack another opponent while one is down. Quick Grabs work well because they execute fast and if you go into an attack immediately following the lockup from a Quick Grab, it's very difficult for an opponent to interrupt until the attack animation has completed.

If you can't separate the opponents at all, stay just outside of their attack range. If you can make them miss an attack, you can follow with a quick attack of your own and they won't be able to avoid it. Don't run too much because you'll use all of your Signature Move stock. Instead, walk away as much as possible and move in and out of the ring to get away. Save your Finisher until one of the opponents has a flashing red health meter. It's almost impossible to win by pinfall in this match, so use the Finisher to score a KO.

As one of the wolves, this is an easy match. Just wait for another wolf to attack the rabbit, then attack simultaneously. If you see the rabbit attacking one of the wolves, come to his aid by attacking the rabbit. Attacks from behind work best so the rabbit can't attack multiple wolves at once.

STEEL CAGE



Number of Participants: 2–4

Victory: Climb Out

Disqualification: No

There isn't much to a Steel Cage match. You cannot leave the ring through conventional methods because a steel cage surrounds the ring on all

sides. This means it's not possible to be disqualified because you have no access to objects, which are found outside of the ring. The only way to win a Steel Cage match is to climb up the side of the cage, then complete the minigame when you reach the top. You must successfully complete the minigame five times to climb out of the cage and win the match. The more damage you've inflicted on the opponent, the easier it is to win the minigame.

The minigame consists of a bar with a green section in the middle and a pointer that moves from one end of the bar to the other. The more damage the opponent has taken, then larger the green section is. You must stop the pointer in the green section five times to get out of the cage.

If the opponent climbs the cage after you, the minigame stops and you enter into a struggle with the opponent. During the struggle, the player who enters the most command inputs wins. Any direction on the analog sticks, as well as any attack button registers commands during the struggle. Either mash all of the attack buttons, spin the analog sticks, or use a combination of the two.

Play through the match as you normally would, but save your Signature Moves and Finishers if you can. You want to inflict as much damage as possible once the opponent has reached a red health meter. Against the computer, wait until the opponent's health meter is flashing to use Signature Moves and a Finisher. In either scenario, use all three Signature Moves, followed by your Finisher in rapid succession. This leaves the opponent on the ground for the longest possible time, giving you enough time to climb the cage and complete the minigame.

TORNADO TAG TEAM



Number of Participants: 4

Victory: Pinfall or KO

Disqualification: Yes

WWE All Stars does not feature a traditional tag team match. A Tornado Tag Team match consists of all four players in two teams, battling it out at once. The winner is the first team to score a KO or pinfall. If one member of a tag team is defeated, the team loses the match. There's no option to tag a team mate in or out of the match. In most cases, a Tornado Tag Team match

becomes two separate 1 vs. 1 matches, in which each member of the tag team battles against a single participant from the opposing tag team. This is the best situation because no one has to worry about getting double-teamed and you can focus on your single opponent as if it were a normal 1 vs. 1 match. However, this isn't always the case.

Always keep an eye on your partner and the Superstar or Legend he's battling against. If you see your partner's health enter the red, examine your current battle to determine if you should help. If your current opponent is almost at a flashing health meter and you have a Finisher ready to go, continue your current battle and try to win by KO before your partner's health meter starts flashing. If your opponent is not close to a flashing health meter, knock him down, then engage the opponent your partner is up against. At the very least, you need to give your partner time to get away. If he gets hit with a Finisher, the match is over and you lose.

It's not wise to go for a pin in Tornado Tag Team simply because it's far too easy for one of the opposing players to interrupt the pin during those three long seconds. To attempt a pinfall is a waste of time in most cases, and draws the attention of the opposing team. You want to win with a Finisher before the opposing team knows how dire the situation is.

TRIPLE THREAT



Number of Participants: 3

Victory: Pinfall or KO

Disqualification: Yes

A Triple Threat match is almost identical to a Fatal 4 Way except that it has three players instead of four. All three players are out to get one another; the winner is the first player to land a pin or score a KO. Treat this like a Handicap match and avoid facing off against both opponents at once. Stay away from the other two opponents in the hope that they attack each other. If this happens, wait as far away from the action as you can, and use taunts to build your Finisher Meter. Then store your Finisher as soon as you can. When one opponent is down to a red health meter, get into the action and look for an opportunity to use your Finisher as soon as his health meter is flashing.

If one of the opponents attempts to engage you, use standard 1 vs. 1 match tactics as long as the battle remains 1 vs. 1. Keep an eye on the other opponent, and if he gets within attack range, move away to avoid getting double-teamed or attacked while you're focused on your current opponent. Store your Finisher as soon as you can because winning by pinfall is difficult in this match. A pin can be easily interrupted, but a Finisher ends the match in an instant (especially if it's already stored).

WRESTLING TACTICS EXTREME RULES

On the surface, *WWE All Stars* may look like a lighthearted WWE arcade game. However, there's another level of skill reserved for advanced players that take advantage of the in-depth strategies found within the game. For the novice players, the basic info section provides the information you need to play the game well. For advanced players, the in-depth strategies section provides more technical and high-level strategies to win matches against the best of the best.

BASIC INFO

EASY TOWARD AND AWAY STRIKES



Hold Block ...



... to initiate easy Toward and Away attacks.

Every Superstar and Legend in *WWE All Stars* has chain combos that start with Toward + Strike or Away + Strike. However, given the general movement of competitors within the squared circle, it can be difficult to initiate these attacks with the proper directions. In addition, you may want to avoid moving forward or back when you begin these

chain combos to stay away from the ropes or maintain your current position. An easy way around this issue is to simply hold Block and the desired direction, then release Block and press the desired attack button simultaneously. There's very little timing involved, and the attack you want will execute with far greater precision.

KNOCKOUTS (KOS) AND FINISHERS

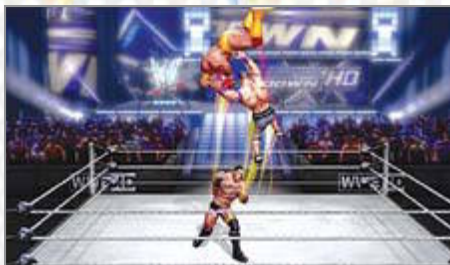


During a pin ...



... you can be interrupted.

In most match types, there are two ways to win: pin the opponent for a 3-count, or win by knockout (KO). While the tradition winning method is to pin the opponent, attempting this gives your rival a chance to escape the 3-count. Even if the opponent has no health remaining, it's still possible to avoid a loss by pinfall if the player mashes the buttons fast enough. With a KO victory, there's no way to avoid the loss.



During a Finisher ...



... there's no way to interrupt the KO.

The only one way to win by KO is to drain the opponent's health meter until it's flashing red, then connect with a Finisher. Under most circumstances, it takes several seconds to connect with a Finisher. However, you can shorten this time by storing the Finisher before you use it. Storing a Finisher essentially means you are getting the initial taunt-like animation out of the way, so that all that remains is the execution of the Finisher (either a grab animation or the actual animation of the Finisher, depending on the character). A stored Finisher executes significantly faster than a normal Finisher. As soon as the Finisher connects, it's impossible for the opponent to avoid a KO (assuming his health meter is flashing red).

After certain big attacks, you can perform a non-stored Finisher while the opponent is grounded, and the opponent will get up groggy. This guarantees that the Finisher will connect. The best way to make this situation occur is to use a Signature Move while the opponent's health is flashing red, or to use the damage inflicted by the Signature Move to drop the opponent's health to flashing red. As soon as the Signature Move completes, execute the non-stored Finisher.

NOTE

The notation to perform and store a Finisher for each console is found in the Superstars and Legends chapter.

METER MANAGEMENT

The various meters next to your character's name are very important. The Finisher Meter determines when you can use a Finisher, and the Energy Meter determines when you can use Signature Moves and when you can run and use running attacks. The more damage you inflict on an opponent, the more these meters build up.

In most cases you should focus on the Energy Meter more so than the Finisher Meter. If you connect with a Signature Move, the damage inflicted gives the Finisher Meter a significant boost. You can also boost the Finisher Meter by using taunts, but be careful because you cannot stop a taunt animation once it has been executed, and taunts carry on for up to 5 or 10 seconds in some cases. Try to toss the opponent out of the ring before you attempt a taunt.

Running attacks and running to move around the ring and surrounding areas are common in *WWE All Stars* matches. However, you can only run if you have available energy in the meter, and running has a significant impact on the meter. Therefore, you should only run and use running attacks if absolutely necessary. Do not run unless it's important to move as quickly as possible.



If your Finisher Meter is empty, it takes five successful taunts to reach a full Finisher Meter.

**BLOCKING**

A lot of players get in the habit of thinking offensively, with no thought of defense at all. This is especially true in *WWE All Stars* where long combo chains can reign supreme between players of lower skill levels. While it's fun to just mash on the attack buttons, defensive is what wins matches. Reversals are important, but blocking is the key to a good defense. If you find yourself taking a multitude of hits, block and then look for an opening. The only attacks that can break through your guard are grabs, Signature Moves, and Finishers. If your opponent is using a constant barrage of attacks, this will almost always come in the form of strikes because they execute faster than most grabs and can be chained together to create a constant and flowing offense.

**CHARGE STRIKES AND CHARGE GRABS**

Big Man, Grappler and Brawler classes have special strikes and grabs that other classes lack. Big Man classes have both a Charge Strike and Charge Grab, while Grappler class characters are limited to a Charge Grab and Brawler characters are limited to a Charge Strike.



Big Man characters auto-cancel a Charge Strike ...

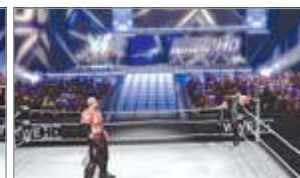


... then unleash a quick, unblockable attack.

A Charge Strike takes significantly longer to execute than a normal Quick or Strong Strike, but it inflicts more damage and becomes unblockable if fully charged. Big Man characters have the ability to store a Charge Strike just like a Finisher can be stored. However, both Big Man and Brawler classes can cancel a Charge Strike's charge to initiate a Strong Strike instead. This cancel is best used if the opponent recognizes that you're attempting a Charge Strike and tries to interrupt or evade the attack.



Charge Grabs ...



... toss an opponent to the corner ...



... or into a knockback state if not fully charged.

A Charge Grab acts just like a Charge Strike, except that it has a very specific purpose. A fully charged Charge Grab places the opponent in a submission hold, or launches an opponent to turnbuckle and places him in a slumped

state. Grappler characters place the opponent in a submission hold, while Big Man characters launch opponents into the turnbuckle. If you're close enough to the turnbuckle, you can follow with an attack of your choice. Similar to a Charge Strike, you can cancel a Charge Grab at any time to execute a special Strong Grab. This special grab knocks the opponent back and places him in a short knockback state. Unless you're close to the ropes or some other barrier, you won't get any guaranteed follow up attacks, but at the very least, the offensive momentum will stay in your favor.

Big Man characters have the most effective Charge Strike. With the ability to store a Charge Strike, these Superstars and Legends can execute it quickly for an unblockable attack that leads to a juggle state. Couple this with the higher than normal damage Big Man characters inflict, and it's a very dangerous ability for an opponent to deal with. Charge Grabs are difficult to use no matter which character class you choose. The extremely slow execution speed of the attack means that only novice players will get hit by it without some sort of setup. Unfortunately, even if you use it as an opponent is standing up, or after a knockback attack, it's nearly impossible to get away with a fully charged Charge Grab on a skilled opponent.

IRISH WHIP

An Irish Whip can be performed after any lockup (weak or strong). While it is beneficial to knock an opponent over the ropes and out of the ring, or to reposition an opponent, it can also lead to a meterless Signature Move. What this means is that following an Irish Whip, there's an opportunity to execute a Signature Move without using the Energy Meter and without having a Signature Move stocked.



Irish Whip an opponent ...



... then jump over him ...



... and dive under him or jump over him again ...



... to execute a meterless Signature Move.

If you Irish Whip an opponent toward the ropes, and the opponent rebounds off of the ropes and heads back toward you, press either Reversal button to jump over or dive under the opponent. At this point, the opponent rebounds a second time and heads back toward you. If you press either Reversal button one more time, you'll execute a Signature Move that does not use any of your Energy Meter and does not require a stocked Signature Move.

Unfortunately, such a beneficial technique does not come without drawbacks. The opponent has three chances to perform a reversal and avoid the Signature Move. The opponent can reverse the initial Irish Whip attempt, the first rebound and the second rebound. This means it's very unlikely a skilled opponent will miss all three reversal attempts and get hit by the Signature Move. However, against a novice player, and particularly during online play, this strategy can come in handy.



As the offensive player during a submission hold, mash any attack button to lengthen the submission meter and make it more difficult for the opponent to escape.

IN-DEPTH STRATEGIES

REVERSALS AND COUNTERS

Reversals and counters are the lifeblood of *WWE All Stars*. Depending on the attack you reverse or counter, you may automatically perform a counterattack (reversal) or simply push the opponent away (counter). To perform a reversal or counter, you must have good timing. If you press the appropriate reversal or counter button too early or too late, the reversal or counter will not execute. Additionally, if you rapidly press the reversal or counter button, the chance of performing a successful reversal or counter is dramatically minimized.

When an attack is executed, there's a short period of time in which you can input a reversal or counter command. During this time, if you input any command other than the proper reversal or counter, you cannot reverse or counter the attack. For example, during the reversal or counter input window, if you press Quick Strike you cannot reverse or counter the attack, even if you input the reversal or counter command after pressing Quick Strike.



Strong Strikes cannot be reversed or countered. If you're facing an opponent who uses reversals or counters frequently, focus on Strong Strikes to stop this from happening.

COUNTERS

A counter can only be performed on strikes and the initial grab animation (when the opponent reaches for you, but has not yet grabbed you). There are four types of counters: strike counters, grab counters, aerial counters, and object counters. Each type of counter applies to a different kind of attack. Signature Moves and Finishers in which the character grabs the opponent before performing the attack are considered grabs, while strike Signature Moves and Finishers are considered strikes. Each must be countered appropriately, and requires more strict timing than normal strike and grab counters.

REVERSALS

A reversal can only be performed after an attack has connected. For example, if an opponent attempts a weak lockup, you can counter the attempt as the opponent reaches toward you. However, if you fail to counter the attempt and the opponent places you in a weak lockup, you can reverse any attack the opponent attempts from the weak lockup position.

You will know when you can perform a reversal when the reversal button icon appears near your character's health meter. This icon only appears for reversals; there is no visual indication for counters. The icon indicates a reversal can be performed and provides the timing required for the reversal, but for best results you should try to input the reversal command just before the icon appears. If you wait until you see the icon, unless you have extremely fast reaction skills, it will likely be too late to input the reversal command.

DOUBLE REVERSALS



When an attack is countered ...



... you can perform a reversal ...



... followed by a double reversal ...



... into an endless reversal exchange.

Almost all reversals can be double-reversed (also known as a reversal of a reversal), and strike counters can start an endless cycle of reversals (after the initial counter). This means that after a successful reversal or counter is performed, the opponent has a chance to perform a reversal of his own. For example, if John Cena counters Triple H's Quick Strike, Triple H then has a chance to perform a reversal. Following the Triple H's reversal, John Cena has a chance to perform a double reversal, and the cycle continues until one player falters. The timing of the reversal gets stricter after the initial counter or reversal. However, it's very easy to develop a rhythm with an opponent after a successful double reversal, which can potentially lead to a virtually endless reversal exchange.

When a reversal is performed during a grab or when a counter is not involved, the other character almost always gets one more chance to turn the tables on the opponent with a double reversal. In these circumstances, the reversal exchange ends with the double reversal. For example, John Cena puts Triple H in a weak lockup, then tries to execute a Quick Grab during the weak lockup. In this instance no counter is involved, but Triple H has an opportunity to reverse the Quick Grab attempt. If the reversal is successful, John Cena has one last chance to perform a double reversal and turn the tables on Triple H. After the double reversal, Triple H does not get a chance to perform another reversal, thus ending the reversal exchange.

Object counters cannot be reversed, and attacks in the middle of a chain combo cannot be reversed or countered if they're part of a true combo series (meaning the attack cannot be blocked or evaded after the first attack connects).

NOTE

For more information on true combo series chain combos, please refer to the Superstars and Legends chapter.

REVERSAL BLOCKERS

If the attacking character presses the Reversal button during the same time that an opponent can execute a reversal, a reversal blocker occurs. A reversal blocker gives the attacking character a chance to make a reversal more difficult. When a reversal blocker occurs, the amount of time that a player can input a reversal command is reduced by 50 percent. For example, if you have roughly one second to input a reversal command, that time is cut to half a second if a reversal blocker is performed. Any time a reversal can be executed, a reversal blocker can be used. A red "X" appears over the reversal icon when a reversal blocker is successful.



If you're playing against an opponent who's skilled at reversals, buffer a reversal blocker into every attack you perform. To do this, tap the Reversal button every time you perform an attack that can be reversed. You'll perform the reversal blocker whether the opponent attempts to reverse or not.

STRIKES VS. GRABS

WWE All Stars has a very loose triangle system. A triangle system is when a triad of moves beat each other out to create gameplay balance, like in rock-paper-scissors. In *WWE All Stars* this is represented by strikes, grabs, and blocking. Strikes interrupt grabs, grabs beat an opponent's blocking attempt, and blocking stops strikes. The reason it is a "loose" system in *WWE All Stars* is because you must have very precise timing to interrupt some grabs with strikes, and reversals allow you to get around the triangle system. However, it is very important to remember this triangle system when you're in the heat of battle.

Strikes generally execute much faster than grabs of the same type. For example, A Quick Strike generally executes faster than a Quick Grab, but a Quick Grab usually executes faster than a Strong Strike. Use strikes to keep the opponent pinned down, but don't always use chain combos. Two Quick Strikes followed by a slight pause, then more Quick Strikes prevents a chain combo of more than two hits and throws off your opponent's timing if he is attempting to reverse your attacks.



You can counter the initial grab attempt ...



... or reverse the following grab after a lockup.

Grabs are generally used to vary your attacks if you've been heavily focused on strikes. If an opponent is blocking all of your strikes, mix in a few grabs to break through his guard. Most grabs that are executed outside of a chain combo initiate a lockup. Once in a lockup, you can press any attack button to initiate a grab or attack the opponent with a strike. Be careful, though, because a grab can be reversed at multiple points. The initiate grab animation that creates a lockup can be reversed (which generally results in you being pushed away from the opponent), and most attacks performed out of a lockup can also be reversed. Luckily, you won't see many double and triple reversals when it comes to grabs. These are almost exclusively reserved for strike attacks. Grabs are also significantly harder to reverse than strikes.

Depending on the character, some lockups can lead to submission holds. Against a skilled player you should avoid submission holds because they don't lead to much damage. However, against a novice player they can be helpful to vary your offense.



As the offensive player during a submission hold, mash any attack button to lengthen the submission meter and make it more difficult for the opponent to escape.

SPACING AND WHIFF PUNISHMENT

In most fighting games, spacing and whiff punishment are essential to high-level tournament play. Previously, in *WWE* games these elements were downplayed. With the arcade-like feel of *WWE All Stars*, it once again becomes important to space well and punish whiffed attacks.



Stay outside of the opponent's attack range ...



... to make him whiff an attack!

SPACING

Spacing is basically maintaining a specific distance between yourself and the opponent. The optimal distance is just outside of the opponent's Quick Strike attack range. Once you reach the desired distance, if the opponent moves toward you, back away, and if the opponent backs away, move toward him. The goal is to maintain the desired distance as long as possible.

This is easier against some characters than others because of the range of their Quick Strikes. For example, Rey Mysterio has a long attack range with his Away + Quick Strike attack. Staying outside of its range is difficult, so you need to pay attention to how much the Rey Mysterio player is using the attack to determine how close you can get. If the opponent isn't using it much, just worry about his normal Quick Strike attack range, but if the player is taking advantage of his longer range, you need to stay farther away.

WHIFF PUNISHMENT

The primary reason to stay just outside of the opponent's attack range is because it causes the opponent to whiff (miss) some of his attacks. This is extremely advantageous for multiple reasons. First and foremost, a missed attack leaves the opponent vulnerable. If the opponent is using a single attack, such as one Quick Strike, a Strong Strike, or a grab, you can begin your counterattack while the opponent is still in his attack animation. You don't have to wait for the attack to complete because any counterattack you employ will take a brief moment to initiate (there's always a very slight delay between the time you press an attack button and when the attack actually connects). As soon as you see a single attack whiff, initiate your counterattack.



If an opponent whiffs the first attack in a chain combo ...



... punish him by countering the second attack!

If the opponent is using a chain combo, seeing the first attack gives you plenty of time to reverse or interrupt the second attack in the chain. You must react quickly to determine if the opponent is using a single attack or a chain combo. If it's a grab, this is easily determined. But if it's a Quick Strike it can be hard to tell if it's a single attack or the beginning of a chain combo. This is an advanced technique, but over time you will learn the timing required to react to a single attack or interrupt or reverse of chain combo.

Whiff punishment is when you use a counterattack to punish an opponent for whiffing an attack. This goes hand in hand with spacing and works extremely well against Signature Moves and Finishers. If the opponent attempts a Signature Move or Finisher and it misses, he won't be able to block, reverse, or even move for a brief time. Use this

moment of vulnerability to counterattack with a chain combo, grab, running attack, or any other fast attack. If you have a Signature Move available or a stored Finisher, it's almost impossible for an opponent to avoid if you time it well.

CHARACTER STATES

Some attacks cause an opponent to enter specific states: stunned, juggle, knockback, knockdown, and kneeling.

These states allow the offensive player to follow up with certain attacks or otherwise take advantage of the situation to inflict additional damage or set up another attack. It is important to know which attacks create each state and how to properly take advantage of the situation.

NOTE

For specific information regarding which attacks lead to each state, please refer to the Superstars and Legends chapter.

STUNNED STATE

When you knock an opponent against the ropes, or into a turnbuckle or railing (outside of the ring), the opponent enters a stunned state. During the stunned state, the opponent cannot block, use a reversal, or attack. If you're close enough to the opponent and have quick reactions, you can attack while he's stunned and vulnerable.



Knock the opponent against the ropes or other similar object ...



... to initiate a stunned state.

Under most circumstances you should start a chain combo. However, if you have a Signature Move or Finisher ready to go, do it; it is very difficult for the stunned opponent to escape. Thanks to the animation, certain Signature Moves and Finishers cannot be evaded at all when an opponent is in a stunned state.

Always pay attention to your surroundings. If an opponent has his back to the ropes, a few hits could send him into the ropes and cause him to be stunned. If this happens, you should cease your current attack and start anew. For example, if you start a Quick Strike > Strong Strike > Quick Grab chain combo, and the opponent hits the ropes after you connect the Strong Strike, start your combo over.

If you're fast enough, the opponent can't block or reverse an attack immediately following the Strong Strike. Therefore, you have free reign to start the combo over to inflict even more damage to the opponent. Instead of your normal Quick Strike > Strong Strike > Quick Grab chain combo, the combo now becomes Quick Strike > Strong Strike > Stunned State (due to his hitting the ropes) > Quick Strike > Strong Strike > Quick Grab.



Knock the opponent against the turnbuckle ...



... then use a grab to lift him to the top of the turnbuckle ...



... and initiate a special grab.

Some attacks are only available when you've got your foe in a stunned state. For example, if you knock an opponent into the turnbuckle, then immediately follow with a grab, you'll lift him onto the top of the turnbuckle, then perform a special grab. This special grab is only possible while the opponent is in a stunned state after hitting the turnbuckle.

JUGGLE STATE

A juggle state occurs any time you knock an opponent into the air, or hit an opponent in the middle of his aerial attack. During a juggle state, an opponent cannot perform any actions. This means, you can attack him freely and he can't retaliate with a reversal or even block the attack. Some Superstars and Legends have chain combos that lead directly into a juggle state, while others don't have the ability to initiate a juggle state unless the opponent jumps into the air of his own accord.



Knock the opponent into the air to initiate a juggle state ...



... then follow with a grab or chain combo.

Depending on your Superstar or Legend of choice, you can follow juggles with a variety of offensive options. The closer you are to the opponent and the higher he is in the air, the more options you have available to you. At the very least, you can almost always use a Quick Grab while the opponent is airborne, to initiate a special aerial grab. However, if the opponent is high enough and your character is fast enough, you can use a short chain combo. Quick Strike > Quick Strike > Quick Grab is generally the combo of choice, but if the circumstances are right, you can perform even more damaging combos while the opponent is in a juggle state.



When an opponent uses an attack from the top of the turnbuckle ...



... you can knock him out of the air with expert timing to create a juggle state.

It's usually best to attempt a reversal or move out of the way if an opponent is performing an aerial attack (especially a flying attack off the top of the turnbuckle). However, if you're an extremely skilled player, you can time a Quick Strike or some other fast attack to interrupt the opponent's aerial attack. With exact timing, this places the foe into a juggle state, which can be followed with an attack of your choice.

KNOCKBACK STATE

When a Superstar or Legend stumbles back, it is referred to as a knockback or knockback state. Most chain combos that end with a Strong Strike result in a knockback. In addition, many single-attack Strong Strikes and a majority of strike attacks from Superstars and Legends of the Big Man class result in a knockback state.



Certain attacks result in a knockback state.

Like every other state, a combatant in a knockback state cannot perform any actions until the knockback state comes to an end. However unlike some of the other states, having quick reactions does not guarantee you a follow-up attack. Because a knockback causes the opponent to stumble away, most attacks you employ will miss. Your best bet is to take a quick step forward, then use a Signature Move or stored Finisher. While neither attack is guaranteed to connect, the opponent has very little time to react and will suffer great damage if it does.



When an opponent is in a knockback state ...



... quickly move toward him ...



... and use a Signature Move or stored Finisher.

If the opponent is close to the ropes or some other object that will stop his backward movement, you can follow a knockback state with a chain combo or some other attack. In this instance, you can potentially follow a knockback state with a stunned state (use an attack that results in a knockback to knock the opponent into the ropes, causing a stunned state).

At the very least, you can use a knockback to continue your offensive momentum. Immediately following a knockback attack, walk or run toward the opponent and continue attacking. If you're fast enough, you can catch him at the very end of his knockback state, when he is unable to block or reverse the attack. In the worst-case scenario, the opponent has very little time to react to the situation and defend himself. If you time it right, it is impossible for an opponent to interrupt your attack with an attack of his own, which forces him to guess between blocking or attempting a reversal.

There are two different knockdown states.

The normal knockdown state is when an opponent is knocked to the ground. The lower an opponent's health meter, the longer the opponent stays on the ground. Almost all grabs and the end of many chain combos result in a normal knockdown state. While the opponent is grounded, you can attack with strikes or grabs to inflict additional damage. However, early in the match the opponent will not be grounded long enough to attack him more than once, and in many cases, he will get up before you can attack at all.

The second knockdown state is referred to as the knockdown-sitting state. This is a special stun that knocks the opponent to the ground, but instead of laying face up, the opponent is in a sitting position. Only certain attacks result in a knockdown-sitting state. Early in the match, this is a far more advantageous situation compared to the normal knockdown state. The opponent cannot block or reverse while he's in the knockdown-sitting state, so you can follow with a strike or grab of your choice for additional damage. Almost any additional attack you perform transitions the opponent into a normal knockdown state and generally allows you to follow with at least one more attack while the opponent is grounded.

There are two types of kneeling states: on one knee, and on hands and knees. Compared to the other states, both kneeling states are rare. The one-knee state occurs after

KNOCKDOWN STATES



A normal knockdown state.



A knockdown-sitting state.

KNEELING STATES



Kneeling state: one knee.

specific attacks, and is similar to a stunned state. The opponent gets down on one knee for a short period of time, during which he is vulnerable to attack. While the opponent is in this state you can initiate special attacks with the various attack buttons. If an opponent is attacked during the one knee state, he almost always ends up in a knockdown state, which generally offers additional attack options.

The hands-and-knees state occurs after specific attacks, and acts almost like a knockdown. The opponent kneels on his hands and knees, facing the ground. Using an attack button results in a special attack and almost always leads to a knockdown state.

The opponent stays in both kneeling states for longer than most of the other states last, but you still need to act quickly to ensure you take advantage of the opportunity. Always follow up with additional punishment if your opponent is kneeling.

SLUMPED STATE

A slumped state only occurs when an opponent is slammed against the turnbuckle and appears to be stunned. Some Signature Moves require an opponent to be

in a slumped state, and a fully charged Charge Grab launches the opponent to the turnbuckle and into a slumped state. Attacks that place an opponent in a knockback state also lead to a slumped state if they are performed in the corner by the turnbuckle. When an opponent is in a slumped state, you can execute special attacks other than specific Signature Moves. A grab executed on a slumped opponent almost always leads to a special turnbuckle grab. At the very least, you can use a Quick Strike or Quick Grab to attack an opponent while he's vulnerable in the slumped state.



When a knockback attack is used on an opponent near the ropes or other barriers, the opponent is stunned and enters a state similar to a slumped state. Treat this stun like a slumped state and use a Quick Strike or Grab while the opponent is vulnerable.



Kneeling state: hands and knees.



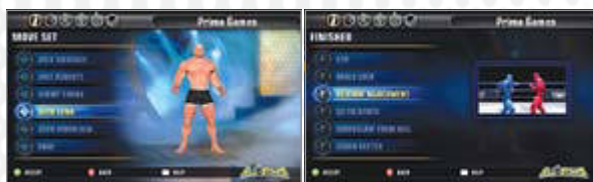
CREATE A SUPERSTAR

The Create a Superstar mode allows you to create a custom Superstar that can be played in all game modes. There are a wide variety of options and customizations to create a truly unique Superstar.

BASIC



MOVE SET AND FINISHER



Move set

Finisher

Under the Move Set menu, you can select the base move set for any of the 30 Superstars and Legends in the game. This includes all strikes and grabs, chain combos, grab chain combos, and Signature Moves. The Finisher section allows you to select the Finisher for your created Superstar from the Finishers of any of the 30 Superstars and Legends in the game.

ENTRANCE



In addition to the entrance of any of the 30 Superstars and Legends, you can also choose from six unique entrances based on a general theme.

Rocker Theme

Fighter Theme

High Roller Theme

Fire Theme

Muscle Theme

Storm Theme

NICKNAME



The Aftershock

The Assassin

The Banger

The Barbarian

The Body Snatcher

The Bounty Hunter

The Bruiser

The Butcher

The Champ

The Cobra

The Corporal

The Cowboy

The Disaster

The Dominator

The Duke

The Future

The Gangster

The King

The Maniac

The Mantis

The Mastadon

The Monster

The Natural

The Nightmare

The Ninja

The Olympian

The Phenom

The Prince

The Professor

The Rocker

The Samoan

The Samurai

The Scorpion

The Soldier

The Superstar

The Tornado

SUPERSTAR HEIGHT



The height of your created Superstar can be set between 5' 6" and 6' 7" on half-inch intervals.

Maximum Height: 6'7"

Minimum Height: 5'6"

TEMPLATES: HEAD, BODY, AND CLOTHING

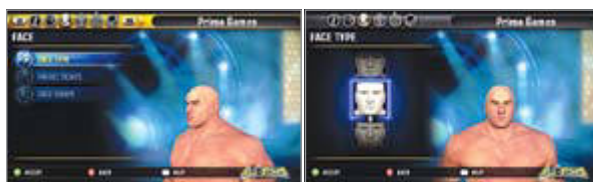


If you don't want to go through all of the customization options, or simply want a starting platform, there are six basic templates for your created Superstar's head, body, and clothing that offer a wide variety of preset appearances.

HEAD



FACE



Face types



Facial scars

Face Types: 8

Facial Scars: 11

FACE SHAPE



There's a huge assortment of customization options when it comes to your created Superstar's facial structure. There are 10 categories, each with multitude of options, such as width, depth, thickness, height, size, and more. Each option has a slider that allows you to customize your selection between 0 and 99.

Head Shape

Skull Shape

Cheek Shape

Ear Shape

Brow Shape

Eye Shape

Nose Shape

Mouth Shape

Jaw Shape

Neck Shape

EYES



Complete color palette

Eye brows

Eye Color and Eyebrow Color: Customize one eye color or combine two eye colors, as well as one eyebrow color from a complete color palette.

Eye Brows: 46

HAIR



Hair style

Hair Styles: 42

Hair Color: Customize hair color from a complete color palette.

HEAD STUBBLE



Hairlines: 12

Head Stubble Color: Customize the head stubble color from a complete color palette.

FACIAL HAIR GOATEE



Goatee Styles: 11

Goatee Color: Customize the color of your Superstar's goatee from a complete color palette.

Goatee Scale: A slider allows you to customize your selection between 0 and 99 to determine the size of the selected goatee.

MUSTACHE



Mustache Styles: 11

Mustache Color: Customize the Superstar's mustache color from a complete color palette.

Mustache Scale: A slider allows you to customize your selection between 0 and 99 to determine the size of the selected mustache.

SIDEBURNS



Sideburns Styles: 11

Sideburns Color: Customize the color of your Superstar's sideburns from a complete color palette.

Sideburns Scale: A slider allows you to customize your selection between 0 and 99 to determine the size of the selected sideburns.

STUBBLE



Stubble Styles: 8

Stubble Color: Customize the stubble color from a complete color palette.

FACE PAINTS



There are two face paint styles you can choose for your Superstar. You can use a single face paint style, or combine two styles to create a unique look. You can select two colors for each face paint style, from a complete color palette.

FACE PAINT STYLE 1

Primary Makeup: 73

FACE PAINT STYLE 2

Secondary Makeup: 73

BODY



SKIN



Skin Types: 24

Skin Color: Customize the skin color of your Superstar by choosing from a complete color palette.

Muscle Definition: 12

BODY SHAPE



Similar to facial structure, you determine your created Superstar's body structure by selecting from a wide variety of customization options. There are nine categories, each with several options, such as scale, depth, width, height, and others. Each option has a slider that allows you to customize your selection between 0 and 99.

Overall Body Scale

Chest

Shoulders

Abdomen

Waist

Arms

Hands

Legs

Feet

BODY HAIR



TORSO HAIR



Torso Hair Style: 9

Torso Hair Color: Customize the torso hair color from a complete color palette.

BACK HAIR



Back Hair Style: 5

Back Hair Color: Customize the back hair color from a complete color palette.

ARM HAIR



Arm Hair Style: 5

Arm Hair Color: Customize the arm hair color from a complete color palette.

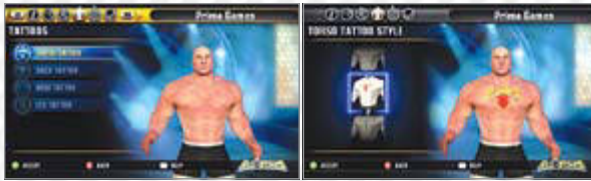
LEG HAIR



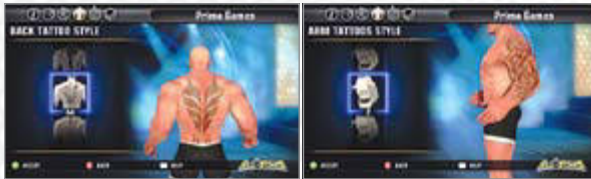
Leg Hair Style: 7

Leg Hair Color: Customize the leg hair color from a complete color palette.

TATTOOS



Torso tattoos



Back tattoos



Arm tattoos



Leg tattoos

Choose from a number of different tattoo styles for your created Superstar's torso, back, arms and legs. Each style offers two color options that you can select from a complete color palette.

NOTE

Tattoos for arms and legs are identical on both arms or both legs respectively.

Torso Tattoos Styles: 29

Back Tattoos Styles: 45

Arm Tattoos Styles: 51

Leg Tattoos Styles: 34

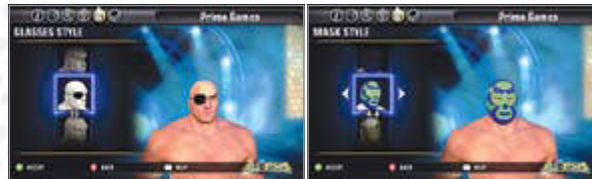
RING GEAR



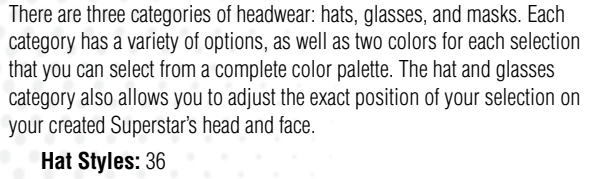
HEADWEAR



Hat style



Glasses style



Mask style

There are three categories of headwear: hats, glasses, and masks. Each category has a variety of options, as well as two colors for each selection that you can select from a complete color palette. The hat and glasses category also allows you to adjust the exact position of your selection on your created Superstar's head and face.

Hat Styles: 36

Glasses Styles: 23

Mask Styles: 10

UPPER BODY



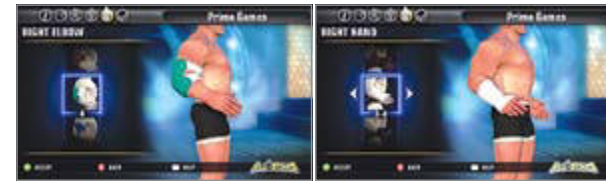
All upper body gear options allow you to select two colors from a complete color palette. Arm gear can be selected for either arm or both arms, while necklaces can be repositioned and resized until they lock exactly as you want them.

SKIN-TIGHT TOPS



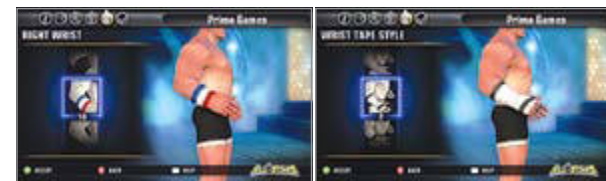
Shirt Designs: 11

ARM GEAR



Elbow pads

Hands



Wrists

Wrist tape

Elbow Pads: 8

Hands: 12

Wrists: 11

Wrist Tape Styles: 8

TOPS



Tops Style: 45

COMPLETE OUTFITS



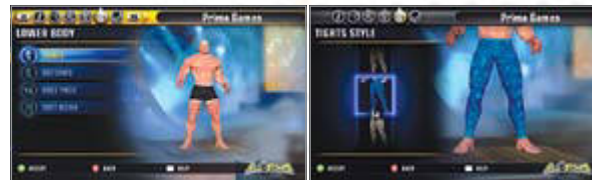
Outfit Styles: 13

NECKLACES

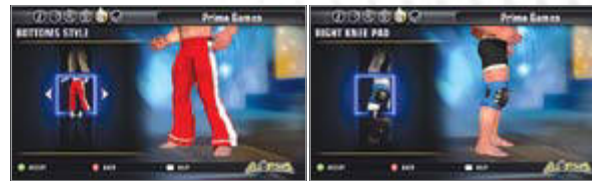


Necklace Styles: 15

LOWER BODY

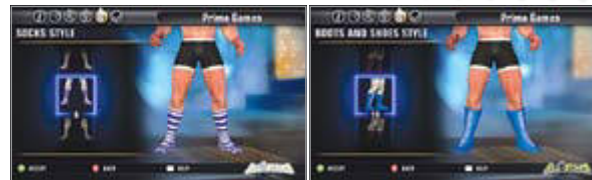


Tights style



Bottoms style

Knee pads



Socks styles

Boots and shoes styles

All categories within the lower body gear section have a plethora of options, and each option has two color possibilities that you select from a complete color palette. Knee pads can be placed on either the right leg, left leg, or both legs.

Tights Styles: 35

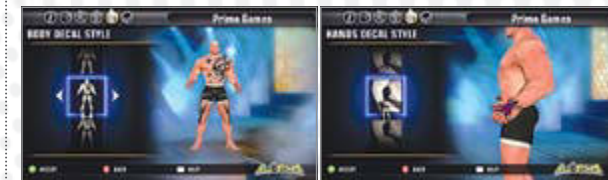
Bottoms Styles: 27

Knee Pads: 14

Socks Style: 10

Boots and Shoes Styles: 28

DECALS



Body

Hands

Each option within the decals category has two color choices, which you can select from a complete color palette.

Body Decal Styles: 11

Elbow Decal Styles: 11

Hands Decal Styles: 11

Knee Decal Styles: 11



SUPERSTARS AND LEGENDS

On the surface, many of the Superstars and Legends in *WWE All Stars* may appear to be very similar. However, there are a plethora of strategies unique to each character in the game. This chapter covers every Legend and Superstar in detail, with complete chain combo lists and strategies to play as and against each character.

BASICS

There are specific terms and definitions that you must know to understand everything in the Superstars and Legends section, so pay close attention to the "Basics" and refer back to this section if you see any abbreviations that you don't recognize.

CHAIN COMBOS AND TRUE COMBO SERIES



True combo series



Blockable or reversible combo

Every Superstar and Legend in *WWE All Stars* has several of chain combos. A chain combo is a preset series of strikes and grabs that chain together to form a combo. In some instances (mainly for the Big Man class), if the opponent blocks the first attack of a chain combo, you cannot continue the combo. In some cases, even if the first few hits of the chain combo connect, an opponent can still block or reverse before the combo comes to an end. Instances in which an opponent cannot block or reverse once a chain combo connects are referred to as "true combo series." This means that as a rule, if one hit of the chain combo connects, the rest of the combo is guaranteed to connect. However, it is important to note that this is only true if you do not delay any of the attacks within the true combo series. A delayed attack could give the opponent enough time to block or reverse the next attack in the combo.



In a normal chain combo you can block or reverse even after the first hit connects.



In a true combo series when the first hit connects, the rest of the combo is guaranteed.

Against skilled players, you should only use chain combos that are considered to be a true combo series, or stop your chain combo before it reaches the point where an opponent can block or use a reversal. It is very common for skilled players to reverse an attack in the middle of a chain combo that isn't a true combo series. The true combo series portions of a chain combo are indicated by this marker: ">". For example, Quick Strike > Strong Strike would be a true combo series. If the Quick Strike hits, the Strong Strike is guaranteed to connect, as long as you do not delay the attack. Chain combos that are not a true combo series are indicated by this marker: "(>)". For example, Strong Strike (>) Quick Grab would not be a true combo series. If the Strong Strike connects, the opponent can still interrupt or reverse the Quick Grab.



TIP Once a chain combo is started, it is no longer necessary to press a specific direction. For example, if the chain combo is Toward + Quick Strike > Quick Strike > Quick Grab, after you input Toward + Quick Strike, you no longer need to hold Toward.

GRAB CHAIN COMBOS



True combo series grab chain combo



Reversible grab chain combo

Grab chain combos are very similar to normal (strike) chain combos, except that they usually start with a weak or strong lockup. The most notable difference between a normal chain combo and a grab chain combo is that most grab chain combos require strict timing to complete. Strict timing is represented by this marker: ">>", or this marker: "(>>)". The type of marker used depends on whether or not a true combo series is present (just like a normal chain combo).

To perform grab chain combos that require strict timing, you must press the appropriate attack command just as you're hitting the opponent, or as the opponent hits the ground, depending on the grab. For example, for grabs in which your character hits the opponent, the next command should be input just as the last hit occurs. For grabs in which your character slams the opponent to the ground, the next command should be input just as the opponent makes contact with the ground. There are a few instances in which normal chain combos require strict timing, but this is rare.

RECOMMENDED CHAIN COMBOS

Each Superstar and Legend has a plethora of chain combos to choose from. However, not every chain combo works well in the ring. The Recommended Chain Combos section under each Superstar and Legend covers the best chain combos for that character, along with an explanation about why those chain combos are superior to the others. Every situation is different, and in some cases or in certain match types, there may be better chain combos. As a general rule, the combos listed in this section are the best of the bunch.

CLASSES

Instead of specific stats or attributes that separate each Legend and Superstar, *WWE All Stars* uses a class system. Each character in the game belongs to one of four classes: Acrobat, Big Man, Brawler, or Grappler. Each class has a general set of advantages and disadvantages compared to the other classes. There are some exceptions to these depending on the specific Legend or Superstar within the class, but at the very least, the class of a character provides an overview of how he should be played.

CLASS BREAKDOWN

Character	Class
Andre the Giant	Big Man
Big Show	Big Man
Bret "Hit Man" Hart	Grappler
CM Punk	Brawler
Drew McIntyre	Brawler
Eddie Guerrero	Acrobat
Edge	Grappler
Hulk Hogan	Brawler
Jack Swagger	Grappler
Jake "The Snake" Roberts	Grappler
Jimmy "Superfly" Snuka	Acrobat
John Cena	Brawler
John Morrison	Acrobat
Kane	Big Man
Kofi Kingston	Acrobat
The Miz	Grappler
Mr. Perfect	Grappler
Randy Orton	Brawler
"Macho Man" Randy Savage	Acrobat
Rey Mysterio	Acrobat
Ricky "The Dragon" Steamboat	Acrobat
The Rock	Brawler
"Rowdy" Roddy Piper	Brawler
Shawn Michaels	Acrobat
Sgt. Slaughter	Brawler
Sheamus	Brawler
Stone Cold Steve Austin	Brawler
Triple H	Grappler
Undertaker	Brawler
Ultimate Warrior	Brawler

ACROBAT



PROS

- > Aerial jumping attacks and attacks from the top of the turnbuckle inflict more damage.
- > Attacks from the top of the turnbuckle have longer range and are more difficult to evade.
- > Movement speed is 20–30 percent faster than the average Brawler or Grappler.

CONS

- > Normal strikes and grabs (that are not aerial attacks) inflict less damage.

ABILITIES

Rope Spring Aerial Attack: Acrobat characters can run toward the ropes and press an attack button to flip off the ropes into an aerial attack.

Quick Turnbuckle Mount: Press any attack button while running toward an opponent to flip off his chest and land on the top of the turnbuckle. If you're not close enough to the turnbuckle, the Acrobat simply flips backward.

BIG MAN



PROS

- > In general, attacks inflict more damage.
- > More chain combos and individual attacks lead to a juggle state.
- > While blocking, Big Man characters can execute a quick push to knock an opponent back.

- > All strike attacks place the opponent in a knockback state and have a longer range.
- > Quick and Strong Strike attacks from other classes cannot knock down a character of the Big Man class.

CONS

- > Movement speed is 20–30 percent slower than the average Brawler or Grappler.
- > Climbing the turnbuckle is slower.
- > Attacks from the top of the turnbuckle have limited range and variety.
- > Cannot perform aerial attacks to the outside of the ring.

ABILITIES

Auto-Stored Charge Strike: When executing a Charge Strike, it is always stored in a similar fashion to a Finisher. When the attack is executed, the opponent is unable to block it.

Charge Grab: Superstars and Legends of the Big Man class have the ability to execute a Charged Grab, which slams opponents into the turnbuckle in a slumped state.

BRAWLER



PROS

- > More chain combos and extended chain combos.
- > Strikes have extended range and execute faster.
- > Less recovery on strikes, making them more difficult to whiff punish.
- > Quick Strikes and Strong Strikes inflict more damage.

CONS

- Quick Grabs and Strong Grabs inflict less damage.

ABILITIES

Charge Strike: Execute a charged Strong Strike that becomes unblockable and generally places the opponent in a juggle or knockdown state.

GRAPPLER



PROS

- Ability to pin during a multitude of attacks and situations.
- Quick and Strong Grabs execute faster.
- Quick and Strong Grabs inflict more damage.

CONS

- Limited strike chain combos.

ABILITIES

Grab Chain Combos: Perform a chain combo that starts with a Quick or Strong Grab and continues into a series of grabs, similar to a strike chain combo.

Charge Grab: Superstars and Legends of the Grappler class have the ability to execute a Charged Grab, which initiates a lockup or submission hold.

REVERSAL TYPE



Standard reversal.



Superior reversal.

There are two types of strike reversals in *WWE All Stars*: standard and superior. A vast majority of the Superstars and Legends have access only to the standard reversal. Almost all standard reversals have the ability to be double- and triple-reversed, leading into an endless reversal exchange. However, a superior reversal is not only more difficult to double-reverse, but also it's a high-risk, high-reward maneuver.

When an opponent uses a standard reversal, you have enough time to see a reversal has been performed, then execute a double reversal. Against an opponent with a superior reversal, you must react much faster to successfully perform a double reversal. In many cases, you have to anticipate a reversal to have time to execute a double reversal.

In addition, if a superior reversal connects, the opponent is stunned temporarily. Depending on the character, this can lead to guaranteed follow-ups under most circumstances, but at the very least it shifts the momentum of the match. If a superior reversal is double reversed, the character who initially performed the reversal is stunned. For example, Sgt. Slaughter has a superior reversal while The Rock does not. If Sgt. Slaughter connects with a superior reversal, The Rock will be stunned, but if The Rock performs a double reversal, Sgt. Slaughter is stunned.

LOCKUP CHARTS



Weak lockup.



Strong lockup.



Rear waistlock.



Side headlock.

There are four different lockup variations. A weak lockup leads to a rear waistlock and a strong lockup leads to a side headlock. Pressing any attack button from these four lockups leads to a variety of grab options. Almost all

of these grab options lead to a knockdown state, but that doesn't mean you can always follow with another attack while the opponent is grounded.

The lockup charts in each character's section cover what attacks are guaranteed after each lockup attack option. The more damage an opponent has sustained, the more likely that an attack is guaranteed after a knockdown. However, the lockup charts list the attacks that are guaranteed if the lockup is performed when the opponent is at full health. These follow up attacks are always guaranteed unless otherwise stated. Just remember that if no attacks are listed in the chart, a follow-up may still be guaranteed if the opponent has been damaged enough.

PROS AND CONS

The "Pros" and "Cons" sections are designed to give you a very brief overview of a character's primary strengths and weaknesses. If you just need to get through a quick match against the computer or want to experiment with a new Superstar or Legend, you can look at the pros and cons for that character instead of having to read all of the strategies. However, to

get a complete understanding of the character, you should read all of the strategies available.

PLAYING AS AND PLAYING AGAINST

The "Playing As" section details how to be successful with each Superstar and Legend. The "Playing Against" section details how to defend against a human opponent playing as the Superstar or Legend. If you want to learn how to win with a specific character, the Playing As section details everything you need to know. However, if you're battling against a specific character and having trouble defeating him, use the Playing Against section to find out exactly how to take him out.














































































































































NOTE

The "Playing As" and "Playing Against" sections assume you are playing with the highest level of skill, against another player of the highest level of skill.

MOVES LIST AND ABBREVIATION CHART

Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Toward	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	Move Left Analog Stick toward the opponent.
Away	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	Move Left Analog Stick away from the opponent.
Walk	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	N/A
Headlock Walk	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	With opponent in side headlock.
Run	Hold RT + Left Analog Stick	Hold R2 + Left Analog Stick	Analog Stick + Hold +	Hold ZR + Left Analog Stick	Hold R + Analog Stick	N/A
Rope Run	Hold RT + Left Analog Stick	Hold R2 + Left Analog Stick	Analog Stick + Hold +	Hold ZR + Left Analog Stick	Hold R + Analog Stick	Bounce off the ropes.
Turnbuckle Run	Hold RT + Left Analog Stick	Hold R2 + Left Analog Stick	Analog Stick + Hold +	Hold ZR + Left Analog Stick	Hold R + Analog Stick	Climb the turnbuckle.
Dash	Toward, Toward	Toward, Toward	Toward, Toward	Toward, Toward	Toward, Toward	N/A
Quick Strike	X	■	A	Y	A	N/A
Away+ Quick Strike	Away + X	Away + ■	Away + A	Away + Y	Away + A	N/A
Toward+Quick Strike	Toward + X	Toward + ■	Toward + A	Toward + Y	Toward + A	N/A

Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Running Quick Strike	Hold RT + X	Hold R2 + ■	Analog Stick + Hold + + A	Hold ZR + Y	Hold R + A	N/A
Strong Strike	Y	▲	Z + A	X	X	N/A
Running Strong Strike	Hold RT + Y	Hold R2 + ▲	Analog Stick + + + Z + A	Hold ZR + X	Hold R + X	N/A
Charge Strike	Away + Hold Y	Away + Hold ▲	Away + Hold Z + A	Away + Hold X	Away + Hold X	Brawler and Big Man classes.
Quick Grab	A	X	B	B	B	N/A
Weak Lockup	A	X	B	B	B	N/A
Rear Waistlock	Right Analog Stick	Right Analog Stick	+ or +	Right Analog Stick	C-Stick	During weak lockup.
Instant Rear Waistlock	Away + A	Away + X	Away + B	Away + B	Away + B	Grappler class.
Running Quick Grab	Hold RT + A	Hold R2 + X	Analog Stick + Hold + + B	Hold ZR + B	Hold R + B	N/A
Strong Grab	B	●	Z + B	A	Y	N/A
Running Strong Grab	Hold RT + B	Hold R2 + ●	Analog Stick + Hold + + Z + B	Hold ZR + A	Hold R + Y	N/A
Charge Grab	Away + Hold B	Away + Hold ●	Away + Hold Z + B	Away + Hold A	Away + Hold Y	Grappler and Big Man classes.
Change Hold	Right Analog Stick	Right Analog Stick	+ or +	Right Analog Stick	C-Stick	During weak lockup, strong lockup, rear waistlock or side headlock.
Hold Attack	A or B or X or Y	X or ▲ or ● or ■	A or Z + A or B or Z + B	Y or X or B or A	A or X or B or Y	During weak lockup, strong lockup, rear waistlock or side headlock.
Strike Counter	RB	R1	C + A	L	Digital Pad Up or Digital Pad Left	Timed when an opponent attacks with a strike.
Grab Counter	LB	L1	C + B	R	Z	Timed when an opponent attacks with a grab.
Aerial Counter	RB or LB	R1 or L1	C + A or C + B	L or R	L + R	Timed when an opponent attacks with an aerial strike or grab.
Running Counter	Hold RT + RB or LB	Hold R2 + R1 or L1	Analog Stick + + + C + A or + + C + B	Hold ZR + L + R		Timed when an opponent attacks with a strike or grab in order to dodge the attack.
Reversal	RB or LB	R1 or L1	C + A or C + B	L or R	L + R	Timed when the reversal icon appears near your character's health meter.

Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Reversal Blocker	 or 	 or 	 +  or  + 		 + 	Timed when the reversal icon appears near your opponent's health meter.
Pin			Swing Wii Remote			When an opponent is on the ground.
Cancel Pin	 + 	 + 	Swing Wii Remote + 	 + 	 + 	While pinning an opponent.
Kick out of Pin	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	While being pinned.
Increase Pin Difficulty	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	While pinning an opponent.
Escape Submission Hold	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	While in a submission hold.
Increase Submission Hold Difficulty	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	While an opponent is in a submission hold.
Finisher	Hold  + 	Hold  + 	Hold 	Hold  + 	Hold  + 	When Finisher Meter is full.
Store Finisher	 + 	 + 		 + 	 + 	When Finisher Meter is full.
Execute Stored Finisher	 + 	 + 		 + 	 + 	After storing a Finisher.
Event Horizon Finisher	Hold  + 	Hold  + 	Hold 	Hold  + 	Hold  + 	Near opponent, when Finisher Meter is full and opponent is stunned.
Taunt	Digital Pad	Digital Pad		Digital Pad	Digital Pad Down or Digital Pad Right	Press the dpad in any direction.
Climb Turnbuckle			Swing Wii Remote			Near a turnbuckle.
Climb Down			Swing Wii Remote			While on turnbuckle.
Turn Around	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	While on turnbuckle.
Turnbuckle Aerial Attack	 or  or  or 	 or  or  or 	 +  +  or  + 	 or  or  or 	 or  or  or 	While on turnbuckle.
Turnbuckle Strike	 or 	 or 	 or  + 	 or 	 or 	Near opponent, while opponent is on turnbuckle.
Turnbuckle Grab	 or 	 or 	 or  + 	 or 	 or 	Near opponent, while opponent is on turnbuckle.
Turnbuckle Running Attack	Hold  +  or  or  or 	Hold  +  or  or  or 	Analog Stick + Hold  +  or Hold  +  +  or Hold  +  or Hold  +  + 	Hold  +  or  or  or 	Hold  +  or  or  or 	Near opponent, while opponent is on turnbuckle.

Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Exit Ring			Swing Wii Remote			Near the ropes.
Running Ring Exit	+ Hold	+ Hold	Swing Wii Remote + Analog Stick + Hold	+ Hold	+ Hold	Approaching the ropes.
Diving Attack Outside of Ring	Hold + or or or	Hold + or or or	Analog Stick + Hold + or Hold + + or Hold + or Hold + +	Hold + or or or	Hold + or or or	Near ropes, when opponent is outside of the ring.
Enter Ring			Swing Wii Remote			Near the ropes, while outside of the ring.
Running Ring Enter	+ Hold	+ Hold	Swing Wii Remote + Analog Stick + Hold	+ Hold	+ Hold	Approaching the ropes, while outside of the ring.
Object Run Dash			Analog Stick +			While holding an object.
Pick up Object			Swing Wii Remote			Standing near an object.
Search for Object	Away +	Away +	Away + Swing Wii Remote	Away +	Away +	Outside of the ring, near the center of the apron, on any side.
Drop Object	or or	or or	Swing Wii Remote or or +	or or	or or	While holding an object.
Object Counter	+	+		+	+	Timed when an opponent attacks with an object.
Object Struggle	or	or	or +	or	or	When an opponent has an object.
Take or Keep Object	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	During and object struggle.
Object Quick Strike	or	or	or	or	or	While holding an object.
Running Object Quick Strike	Hold + or	Hold + or	Analog Stick + Hold + or	Hold + or	Hold + or	While holding an object.
Object Strong Strike	or	or	+ or +	or	or	While holding an object.
Running Object Strong Strike	Hold + or	Hold + or	Analog Stick + Hold + + or +	Hold + or	Hold + or	While holding an object.
Quick Irish Whip			Analog Stick +			During weak lockup or rear waistlock.
Strong Irish Whip Over Ropes			Analog Stick +			During strong lockup.

Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Strong Irish Whip Into Ring			Analog Stick +			Outside of ring, during strong lockup.
Irish Whip Quick Strike						During Irish Whip.
Irish Whip Strong Strike			+			During Irish Whip.
Irish Whip Quick Grab						During Irish Whip.
Irish Whip Strong Grab			+			During Irish Whip.
Irish Whip Combo	or	or		+	+	When opponent rebounds off ropes during Irish Whip.
Tree of Woe			+			While opponent is in a slumped state.
Switch Target	Right Analog Stick	Right Analog Stick		Right Analog Stick	C-Stick	During a match with three or more participants.

ABBREVIATION CHART

Abbreviation	Definition
>	True Combo Series
>>	The next attack requires strict timing.
(>) or (>>)	The next attack can be blocked, reversed, or countered.
+	Press multiple buttons at the same time.
Any	You can follow with any attack when the opponent hits the ground.
Barrier	You must be close to the ropes or some other barrier to guarantee any follow-up attacks.
Chain	This leads to a grab chain combo.
None	No follow-up attacks are guaranteed.
BO-S	Places the opponent in a bend over state.
JUG	Places the opponent in a juggle state.
KB	Places the opponent in a knockback state.

Abbreviation	Definition
KND	Places the opponent in a knockdown state.
KND-HK	Places the opponent in a knockdown-kneeling, hands and knees state.
KND-K	Places the opponent in a knockdown-kneeling state.
KND-S	Places the opponent in a knockdown-sitting state.
SLM	Places the opponent in a slumped state.
STN or Stun	Places the opponent in a generic stun.
SUB	Places the opponent in a submission hold.
R-LK	Places the opponent in a rear waistlock.
S-LK	Places the opponent in a strong lockup.
SH-LK	Places the opponent in a side headlock.
W-LK	Places the opponent in a weak lockup.
PIN	Pin attempt.

NOTE

A generic stun is similar to a knockback state. A bend over state is similar to a knockdown-kneeling state.

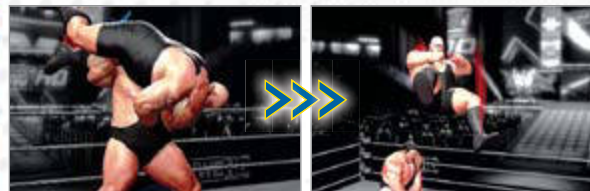
If an attack knocks an opponent down, but the opponent stands up before you can perform any additional attacks, this is not considered a knockdown state.

All stuns listed in the chain combos section are based on the opponent having a full health meter and standing in an open area. If an opponent is close to a barrier, the type of stun may change. In addition, the amount of damage inflicted on an opponent may cause a different type of stun.

ANDRE THE GIANT

SIGNATURE MOVES

SCOOP SLAM TOSS



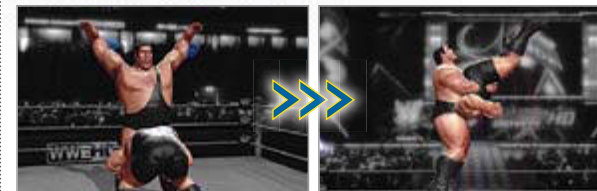
Notation: Quick Strike + Quick Grab

STEP ON CHEST



Notation: Strong Strike + Strong Grab

JUMPING HEAD SCISSORS



Notation: Away + Strong Strike + Strong Grab

CORNER BUTT SLAM



Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab (opponent must be in a slumped state in the corner)

BIO

Height: 7'4"

Weight: 525 lbs.

From: Grenoble, France

Career Highlights: WWE Champion; World Tag Team Champion; winner of hundreds of Battle Royals; undefeated for nearly 15 years in WWE; WWE Hall of Fame Class of 1993

TECHNICAL

Class: Big Man

Counter: Standard

PROS

- Every attack inflicts big damage.
- All Quick Strikes leave opponent in knockback state.
- Can't be knocked down by normal strikes.
- Chain combos into stuns, juggles, and guaranteed grabs.

CONS

- Slow movement speed.
- Chain combos stop if first hit is blocked.
- Some hits in chain combos can miss.

FINISHER

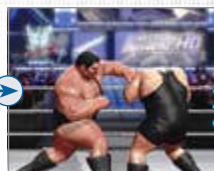
LIFTING HEAD BUTT



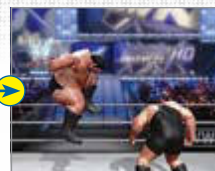
CHAIN COMBOS



Quick Strike (KB)



Quick Strike (KB)



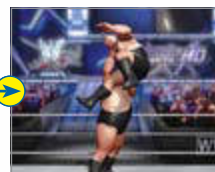
Strong Strike (JUG)



Strong Strike (KND-S)



Quick Grab (KND)



Strong Grab (JUG)



Away + Quick Strike (KB)



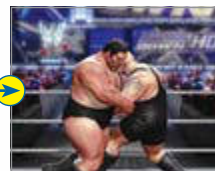
Quick Strike (KB)



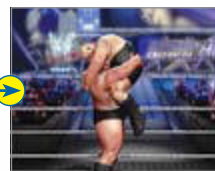
Strong Strike (JUG)



Strong Strike (KND-S)



Quick Grab (KND)



Strong Grab (SUB)



Toward + Quick Strike (KB)



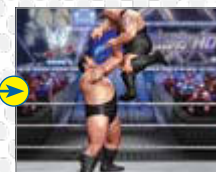
Quick Strike (KB)



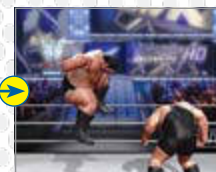
Quick Grab (KND)



Strong Strike (KND-S)



Strong Grab (JUG)



Strong Strike (JUG)

LEGEND

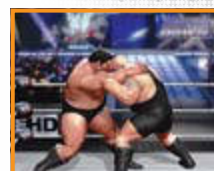
➡ The next attack in the chain **CANNOT** be blocked/reversed.

➡ The next attack in the chain **CAN** be blocked/reversed.

⬅ The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

⬅ The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

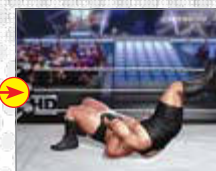
GRAB CHAIN COMBOS



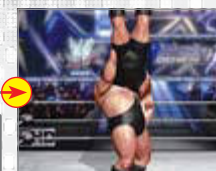
Weak Lockup



Strong Strike (KND)



Quick Strike (KND) or Strong Strike (KND)



Quick Strike (KND) or Strong Strike (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Any
Strong Strike	Chain
Quick Grab	None
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Quick Strike, Quick Grab
Quick Grab	JUG
Strong Grab	Any, Barrier

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	Quick Grab
Strong Strike	Any
Quick Grab	None
Strong Grab	None



After every part of the Grab Chain Combo, you can stop the chain and use any grounded attack.



Any time you can follow up with any attack, use Strong Strike to juggle the opponent.

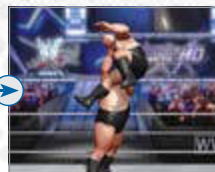
RECOMMENDED CHAIN COMBOS



Quick Strike (KB)



Quick Strike (KB)



Strong Grab (JUG)



Quick Strike (KB)



Strong Strike (KND-S)

This is Andre's best chain combo because it's a true combos series if the first attack connects. The opponent can escape the grab using a standard grab reversal, but you can mix it up with the Quick Grab alternate to change the timing of the reversal and throw the opponent off. After the Strong Grab, follow with a Quick Grab to juggle, or if the opponent is near a barrier, use Quick Strike > Quick Strike > Quick Grab for maximum damage. The Quick Grab alternate can be followed by grounded attacks if the opponent is close to a barrier or low on health.

This is a true combo series that places the opponent in a knockdown-sitting state. The initial attack has very good range, so you can use it as whiff punishment in many cases. Once the opponent is in a knockdown-sitting state, follow with an attack of your choice to knock him to the ground, then with additional grounded attacks to maximize the damage.

PLAYING AS ANDRE THE GIANT



After a Rear Waistlock > Strong Strike the opponent is grounded. In most cases you can only perform grounded attacks, however in this situation Andre can perform normal attacks. Use Strong Strike to execute a stomp attack. If the stomp attack hits the opponent while he's grounded, it launches him into the air. At this point, Andre can follow with any attack, although a Quick Grab or Strong Grab is most consistent.

Andre the Giant is about as slow as they come, but his raw power more than makes up for this. Blocking is extremely important when playing as Andre. His attacks execute slower than most of the other Superstars and Legends, so there will be times when you cannot attack before the opponent can. If you're getting hit repeatedly, just block. Remember that as a Big Man class, Andre can execute a push while blocking. This is your best course of action if an opponent has you pinned down with an offensive barrage.

Against a skilled opponent it can be difficult to get your offense going. If the first attack in any of Andre's chain combos is blocked, the combo cannot be continued. If an opponent knows this, he can attack immediately after blocking without fear. If you're still trying to continue the combo, this virtually guarantees the opponent's attack will connect. Pay close attention to determine if an attack is blocked so you know when to stop your chain combos.

After knocking an opponent down, store Andre's Charge Strike for later use. Once stored, the Charge Strike is unblockable and leads to a juggle state if the opponent is not right next to the ropes. It's not possible to use the Charge Strike unless it's been stored. However, you can cancel the Charge Strike by releasing the Strong Strike button, which results in an attack that knocks the opponent down. This can be useful if you have the opponent afraid to attack (for example, if you've been reversing a majority of their attacks). If the opponent is scared, knock him to the ground, and as he's standing up, initiate the Charge Strike (non-stored). If he freezes with his guard up, the Charge Strike is stored and you continue your offense. If he flinches, release Strong Strike to initiate the knockdown attack.

As a Big Man, Andre has a Charge Grab as well, but it's not nearly as useful as his Charge Strike. The fully charged Charge Grab is very easy to see coming and can be interrupted by any normal strike attack. However, if you release Strong Grab before the full charge, Andre immediately executes an alternate grab that leaves the opponent in a knockback state. In addition, if you knock an opponent down and time your fully charged Charge Grab so that it connects just as the opponent stands, you have a chance of being successful with it. Even under these circumstances, it's very difficult to connect when battling skilled opponents. If it does connect, it tosses the opponent into the corner in a slumped state, which allows Andre to follow up with the Corner Butt Slam Signature Move or other attacks if a Signature Move is not available.

PLAYING AGAINST ANDRE THE GIANT

The key to winning against Andre the Giant is to play with a focus on defense. If you don't mind changing characters, the faster Acrobat Superstars and Legends have a significant advantage over Andre because of their sheer speed. However, as long as you focus on defense, any character has a chance to defeat Andre.

Blocking the first attack of Andre's chain combos stops the combo immediately. If the opposing Andre player tries to continue the combo, a Quick Strike is recommended, but almost any counterattack you use will interrupt Andre's next attack. Against a skilled Andre player, who knows when to stop his chain combos, mix strikes and grabs to keep the opponent guessing and too weary to use a reversal.

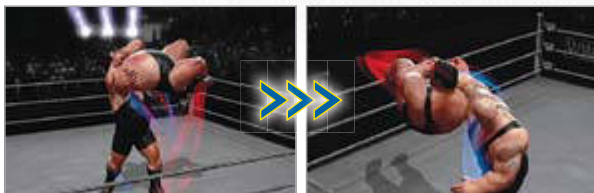
Andre hits hard, which also makes defense extremely important in this match up. His reversals alone remove 20–30 percent of your health bar (not the full meter, just the current bar). Quick Grabs work well to avoid damaging reversals, but if you have a strike with a bit of distance (Rey Mysterio's Away + Quick Strike for example), use it to keep Andre away from you, while still remaining offensive.

The Giant has a long reach and cannot be knocked down by normal strikes, so you must be careful during this match. Stick to fast attacks and true combo series. Do not give Andre the opportunity to inflict easy damage by using chain combos that can be blocked or reversed in the middle.

BIG SHOW

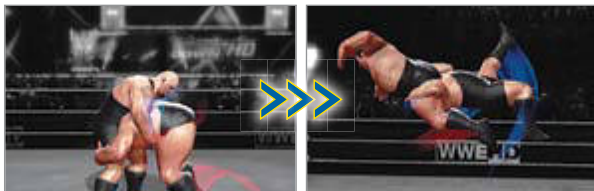
SIGNATURE MOVES

COBRA CLUTCH BACK BREAKER



Notation: Quick Strike + Quick Grab

REVERSE POWER BOMB



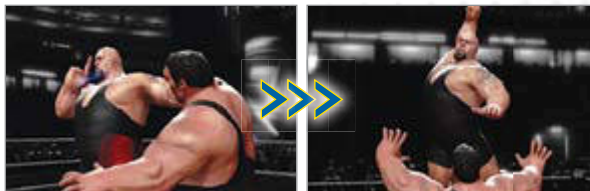
Notation: Strong Strike + Strong Grab

SHOW STOPPER



Notation: Away + Strike + Weak Lockup

CHEST SLAP



Notation: Away + Strong Strike + Strong Lockup
(doesn't need to be slumped in a turnbuckle)

FINISHER

BIG KO PUNCH



BIO

Height: 7'0"

Weight: 485 lbs.

From: Tampa, Florida

Career Highlights: WWE Champion, WCW Champion, ECW Champion, World Tag Team Champion, WWE Hardcore Champion, United States Champion, Unified WWE Tag Team Champion

TECHNICAL

Class: Big Man

Counter: Normal

PROS

- Every attack inflicts big damage.
- All Quick Strikes leave opponent in knockback state.
- Can't be knocked down by normal strikes.
- Finisher is a strike instead of a grab.

CONS

- Very few true combo series chains.
- Limited offensive options.
- Slow movement and attack speed.
- Chain combos stop if first hit is blocked.
- Some hits in chain combos can miss.

CHAIN COMBOS



Quick Strike (KB)



Quick Strike (KB)



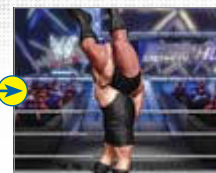
Quick Grab (KND)



Away + Quick Strike (KB)



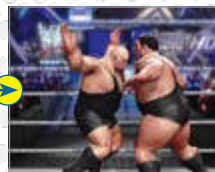
Quick Strike (KB)



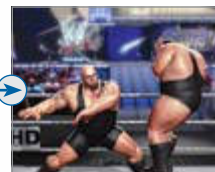
Quick Grab (KND)



Strong Strike (KND-S)



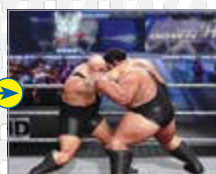
Strong Grab (KND)



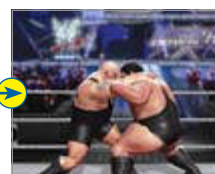
Strong Strike (KND-S)



Strong Grab (KND)



Quick Grab (W-LK)



Quick Grab (W-LK)



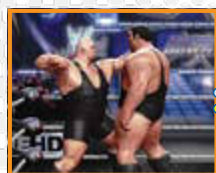
Strong Grab (S-LK)



Strong Grab (S-LK)

LEGEND

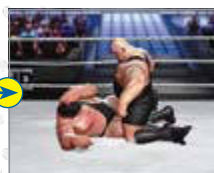
- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Toward + Quick Strike (KB)



Quick Strike (KB)



Quick Grab (KND)



Strong Strike (B0-S)



Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Quick Grab
Strong Strike	None
Quick Grab	Quick Grab
Strong Grab	SUB

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	JUG
Strong Strike	None
Quick Grab	JUG
Strong Grab	None

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Any
Quick Grab	SUB
Strong Grab	Quick Grab



Any time you can follow up with any attack, use Strong Strike to juggle the opponent.



There are no follow-up options that are guaranteed to connect after any side headlock attack.

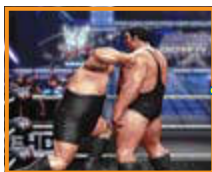
RECOMMENDED CHAIN COMBOS



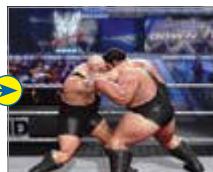
Away + Quick Strike (KB)



Strong Strike (KND-S)



Quick Strike (KB)



Quick Grab (W-LK)

This is Big Show's only true combo series chain combo that leads to a knockdown state. The initial strike has good reach, which allows you to attack from outside most opponents' range. You can then follow with an attack while the opponent is in a knockdown-sitting state, then make a third attack while the opponent is grounded. The damage from this series adds up and everything is guaranteed to connect if the first Away + Quick Strike connects.

While the Quick Grab in this chain combo can be reversed multiple times (the initial lockup can be reversed, as well as the grab that follows), you can catch opponents off guard by mixing this chain combo in with Quick Strike > Quick Strike true combo series. Because the opponent cannot escape the second Quick Strike after the first connects, he won't be expecting the Quick Strike > Quick Grab chain combo. Once you have the opponent in a weak lockup, vary the grab follow-ups to throw off the opponent's reversal timing.

PLAYING AS BIG SHOW

Big Show has all of the weaknesses of the Big Man class, but few of the strengths actually benefit him. He has slow movement and strikes, and his chain combos stop if the first attack is blocked. However, he inflicts big damage with almost every attack. Unfortunately, you can't rely on many of Big Show's chain combos. Almost all of them can be blocked or reversed at some point. Focus on his recommended chain combos, as well as his stand-alone Strong Strike stomp attack. The stomp attack cannot be reversed, and if it connects, the opponent is launched into a juggle state, which can be followed by an attack of your choice.

You can use Big Show's other chain combos, but they have a tendency to miss, even if the first hit connects. It's not unusual to see the first hit of a chain combo connect, only to see the second or third hit completely miss. This leaves Big Show vulnerable to an opponent with quick reactions. The Away + Quick Strike chain combos are slightly more reliable than the others, but stick to the recommended combos as well as any variation of Quick Strike > Quick Strike (including Away + Quick Strike > Quick Strike and Toward + Quick Strike > Quick Strike). Every variation of this true combo series places the opponent in a knockback state and allows Big Show to continue his offense. Follow variations of Quick Strike > Quick Strike with a Quick Grab, Charge Grab, Charge Strike or another Quick Strike > Quick Strike. Use the grab options more than the strike options to keep the opponent from simply blocking your follow up.

Big Show's Charge Strike and Charge Grab work just like the other Big Man class characters. The Charge Strike automatically stores on the first use. Once it's stored, you can quickly execute it by pressing Strong Strike. It cannot be blocked, and if it connects, the opponent is sent flying. Under most circumstances, if you're not right next to the ropes, the opponent is placed in a juggle state. Follow with an attack of your choice for additional damage.

The Charge Grab is difficult to connect, but you can release the command at any time to execute a faster grab that puts the opponent in a knockback state. Try to connect the Charge Grab as the opponent is standing up after a knockdown. If it connects, the opponent is launched toward the turnbuckle and placed in a slumped state.

One advantage Big Show has is his Finisher. Unlike most Finishers, the Big KO Punch is a strike instead of a grab. This means that it cannot be blocked and is difficult for opponents to see coming. This is especially true when you mix it in with various other strike attacks or when the opponent is standing up after a knockdown.

PLAYING AGAINST BIG SHOW

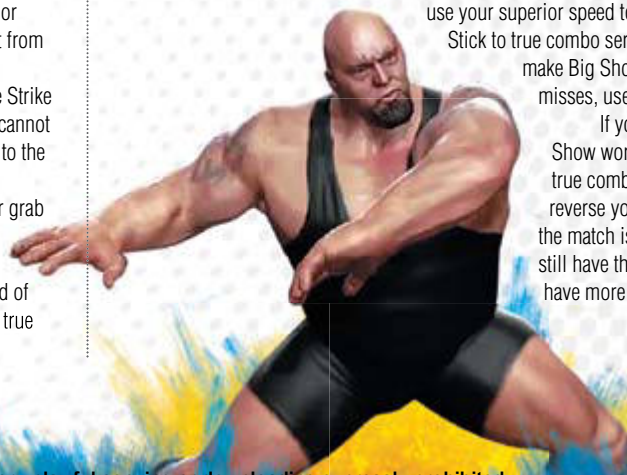
The best way to defeat Big Show is to simply learn the reversal timing of his various grab options. Once you can reverse all of Big Show's grabs with consistency, he has virtually no offense to rely on. If you play defensively and block all of his strike chain combos, they'll all be stopped after the first hit. This allows you to counterattack while Big Show is forced to block or attempt a reversal. If you mix up your counterattacks between Quick Grabs and Quick Strikes, it will be difficult for Big Show to rely on reversals.

With your knowledge of Big Show's grabs nullifying his ability to use them effectively (because you're reversing them with high consistency), and your defensive play stopping his chain combos after the first hit, he'll have no way to inflict damage to you. At this point, all you need to do is mix up your attacks to avoid reversals and you've got the match won.

If you're not good at reversals, you have to play a little more carefully. Even if you block all of Big Show's chain combos, he can still use grabs. While Big Show lacks any grab chain combos, his grabs still inflict a decent amount of damage. Unless you're playing as another Big Man class character, use your superior speed to move in and out of Big Show's attack range.

Stick to true combo series chains when you're within range, and try to make Big Show miss attacks as you move away. As soon as he misses, use another true combo series to punish the miss.

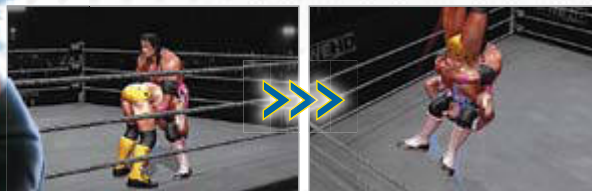
If you're playing as another Big Man class, make Big Show work for the win. Use as many grab chain combos or true combo series attacks as you can. Force Big Show to reverse your attacks and grabs. If he's not good at reversals, the match is yours. If he is good, the match is even and you still have the upper hand since the other Big Man characters have more offensive prowess than Big Show.



BRET "HIT MAN" HART

SIGNATURE MOVES

SPIKE PILEDRIVER



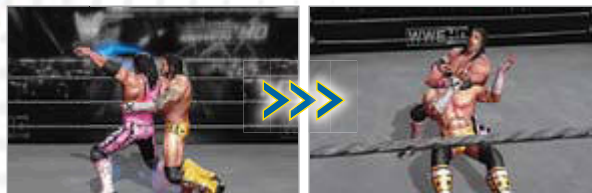
Notation: Quick Strike + Quick Grab

RUNNING BULLDOG



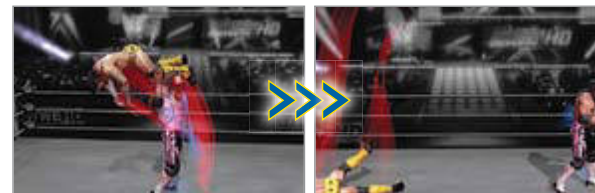
Notation: Strong Strike + Strong Grab

SNAP MARE TO SLEEPER



Notation: Away + Quick Strike + Quick Grab

BACK BODY DROP



Notation: Away + Strong Strike + Strong Grab

FINISHER

SHARPSHOOTER



BIO

Height: 6'1"

Weight: 234 lbs.

From: Calgary, Alberta, Canada

Career Highlights: WWE Champion; WCW Champion, Intercontinental Champion; United States Champion; World Tag Team Champion; King of the Ring; Royal Rumble winner; WCW Tag Team Champion; WWE Hall of Fame Inductee (2006); Raw General Manager

PROS

- > A multitude of grab chain combos.
- > Grab chain combos lead to big damage.
- > Multiple ways to pin.
- > Finisher hits standing or grounded opponents.

CONS

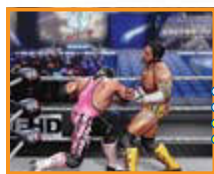
- > Extremely limited strike chain combos.
- > Very few true combo series chains.
- > Most powerful attacks can be escaped.

TECHNICAL

Class: Grappler

Counter: Normal

CHAIN COMBOS



Quick Strike



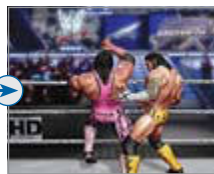
Quick Strike



Quick Grab (KND)



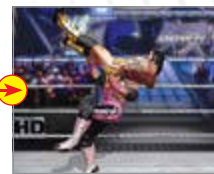
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Strong Strike (KB)



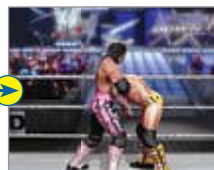
Strong Grab (KND)



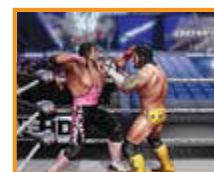
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



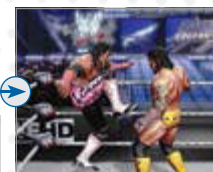
Quick Grab (W-LK)



Strong Grab (S-LK)



Away + Quick Strike



Quick Strike



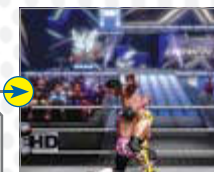
Strong Strike (KB)



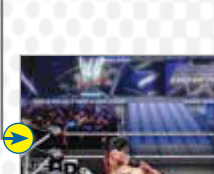
Quick Grab (W-LK)



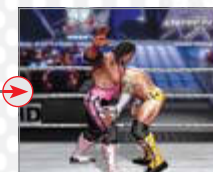
Strong Grab (S-LK)



Quick Grab (STN)



Strong Grab (KND)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)

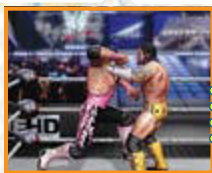


Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

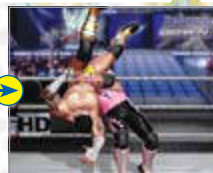




Toward + Quick Strike



Quick Strike



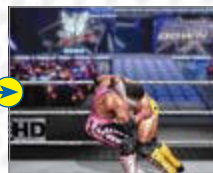
Quick Grab (KND)



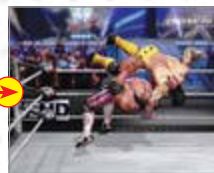
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Strong Strike (KB)



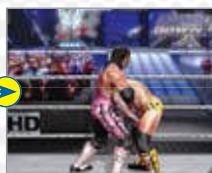
Strong Grab (KND)



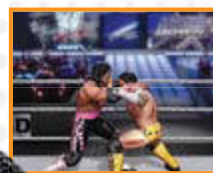
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



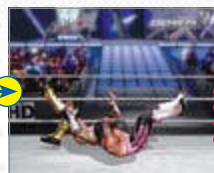
Quick Grab (W-LK)



Strong Grab (S-LK)

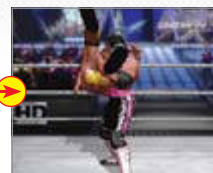


Weak Lockup



Quick Strike

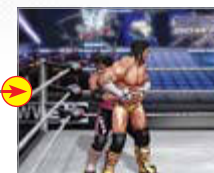
GRAB CHAIN COMBOS



Quick Strike (KND)



Quick Strike (KND)



Quick Strike (R-LK)



Strong Strike (STN)



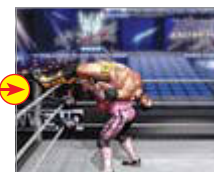
Strong Strike (KND)



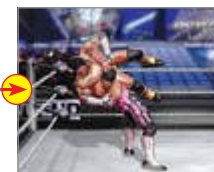
Strong Strike (KND)



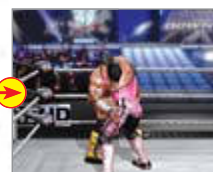
Quick Grab (KND)



Quick Grab (KND)



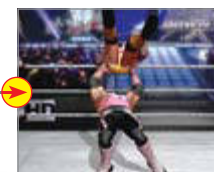
Quick Grab (KND)



Strong Grab (KND)

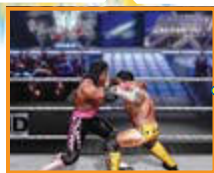


Strong Grab (KND)

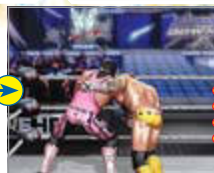


Strong Grab (KND)

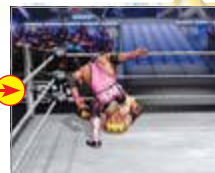




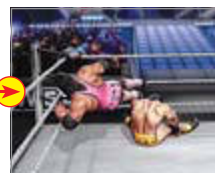
Weak Lockup



Strong Strike



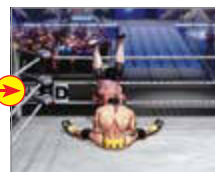
Quick Strike (KND)



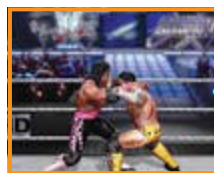
Strong Strike (KND)



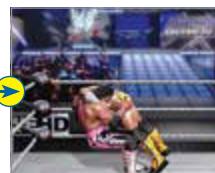
Strong Grab (SUB)



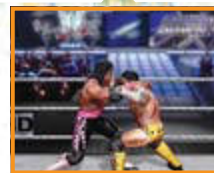
Quick Grab (KND)



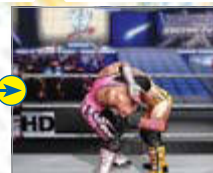
Weak Lockup



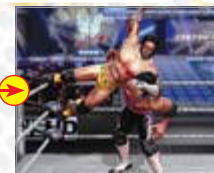
Strong Grab (KND)



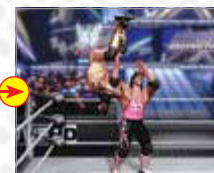
Weak Lockup



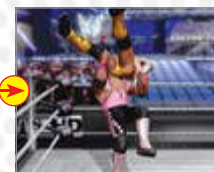
Quick Grab



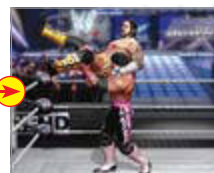
Quick Strike (KND)



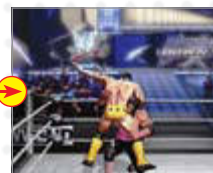
Strong Strike (KND)



Quick Grab



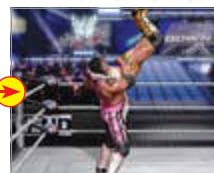
Quick Strike (STN)



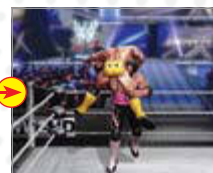
Quick Strike (STN)



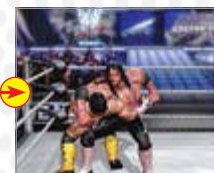
Quick Strike (KND)



Strong Strike (KND)



Strong Strike (STN)



Strong Strike (KND)



Quick Grab



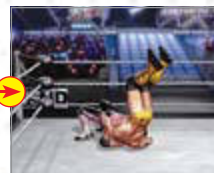
Quick Grab (STN)



Quick Grab (KND)



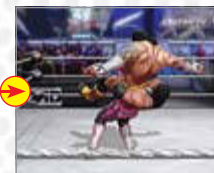
Quick Grab (SUB)



Strong Grab (KND)



Strong Grab (STN)



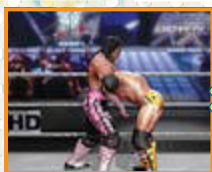
Strong Grab (KND)



Strong Grab (KND)

LEGEND

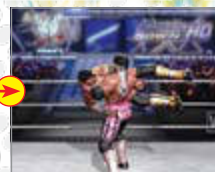
- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Strong Lockup



Quick Strike (KND)



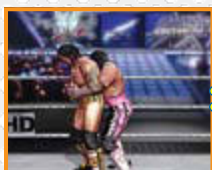
Quick Strike (KND)



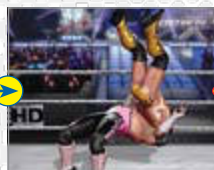
Strong Strike (KND)



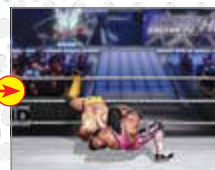
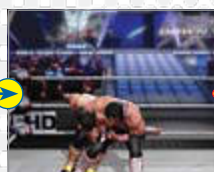
Quick Strike (PIN)



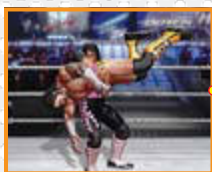
Rear Waistlock



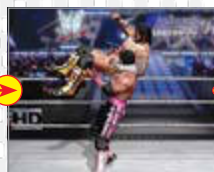
Quick Strike

Quick Strike (KND) or Quick Grab (KND) or
Strong Strike (KND) or Strong Grab (KND)

Strong Grab

Quick Strike (KND) or Quick Grab (KND) or
Strong Strike (KND) or Strong Grab (KND)

Running Quick Grab



Quick Grab (KND)

Quick Strike (KND) or Quick Grab
(KND) or Strong Strike (KND)

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Grab	None
Strong Grab	None

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	Chain, None
Strong Strike	None
Quick Grab	SUB
Strong Grab	Chain, None

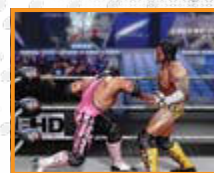
NOTE

There are no follow-up options that are guaranteed to connect after any side headlock attack.

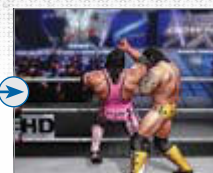
NOTE

Bret "Hit Man" Hart has no weak lockup chart because he has a wide variety of grab chain combos stemming off of every option he has from a weak lockup. This is also the case for the Quick Strike and Strong Strike options after a strong lockup. Refer to each individual grab chain combo to determine when the opponent is in a knockdown state in these situations.

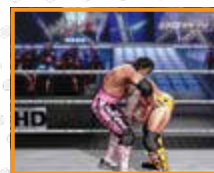
RECOMMENDED CHAIN COMBOS



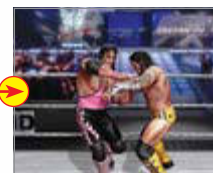
Quick Strike



Strong Strike (KB)



Strong Lockup



Strong Strike (KND)



Quick Strike (PIN)

This is one of Hart's only true combo series chains. It leaves the opponent in a knockback state and gives Hart an opportunity to keep his offensive momentum going. If the opponent is close to the ropes, turnbuckle or some other barrier, you can get an additional stun and follow with an attack that cannot be blocked or evaded. This is the perfect time to initiate one of Hart's many grab chain combos.

Hart relies heavily on his grab chain combos, but all of them can be escaped by a skilled opponent. This is one of Hart's most important grab chain combos because it leads directly into a pin. If an

opponent's health meter is in the red, it can be very difficult to escape this pin, and there aren't many opportunities to escape the grab chain combo before the pin is initiated.

PLAYING AS BRET "HIT MAN" HART

Bret "Hit Man" Hart is very adept at taking advantage of mistakes. His most damaging and varied combos come from his many grab chain combos. Unfortunately, an opponent can escape almost every portion of Hart's grab chain combos. Against most competitors, this isn't a huge concern because the reversal timing is different on almost every grab chain combo. Timing a reversal is even more difficult online, which makes Bret "Hit Man" Hart a force to be reckoned with because you can use virtually all of his grab chain combos with very little fear of being reversed.

To make Bret "Hit Man" Hart as successful as possible, it is important to vary his grab chain combos as much as possible. He doesn't have much to work with in terms of normal chain combos, and what little he has can be reversed at multiple points (he has very few true combo series chains). As a Grappler class, Hart's grabs execute faster than those of most other Legends and Superstars. Use this to your advantage by mixing in Strong Grabs as well as Quick Grabs. The Strong Grabs of a Grappler class are almost as fast as a Quick Grab from other classes. In addition, Hart's grabs inflict more damage compared to those of other classes.

When an opponent's health meter drops into the red, Hart has several pin options. Use the recommended grab chain combo that transitions to a pin, as well as Hart's Running Strong Grab, which leads directly into a pin. Hart can also execute a pin by pressing the Pin button during a weak lockup. With a variety of pin options, this makes Hart a significant threat once an opponent's health is low. You can also connect Hart's Finisher to a grounded opponent. This is uncommon, as most Finishers must be performed on a standing opponent, but Hart can perform his Finisher in either situation.

PLAYING AGAINST BRET "HIT MAN" HART

There's only one good way to defend against a skilled Bret "Hit Man" Hart player: Learn when to escape his longer grab chain combos. Most Hart players will ignore many of his normal chain combos and stick to his grab chain combos. The longer the combo, the more opportunities you have to escape, but only if you know when to press the Reversal button. If you are not familiar with the reversal timing, you'll have to rely on luck to escape, and that's not going to be enough to earn you a victory in most cases.

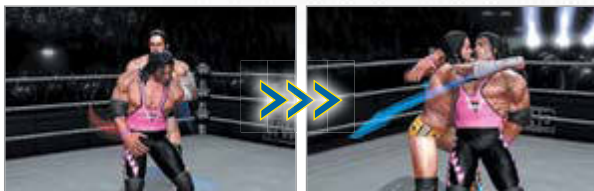
It is especially important to know the reversal timing of the recommended chain combo that leads into a pin. This is extremely useful to Hart players when the match is nearing an end. If your health meter is in the red, it can be very difficult to escape a pin, so you need to make sure you escape the grab chain combo before it reaches the pin. If you learn this reversal timing, as well as the reversal timing on Hart's grab chain combos that are longer than two or three attacks, you'll be in good shape against most Hart players.

If the Hart player you're up against is using more of his normal chain combos, this match is an easy win. Most of these chain combos can be blocked and reversed after the first or second attack. Try to go for reversals, but if you don't have good reversal timing, simply hold block whenever the Hart player attempts a strike chain combo. After the first or second attack, you'll automatically block the rest of the combo. Be careful of Hart's strike chain combos that end with grabs though. Either be ready to interrupt after blocking an attack before the combo reaches the grab, or be prepared to use a reversal on the grab portion of the combo.

CM PUNK

SIGNATURE MOVES

STRAIGHT EDGE CLOTHESLINE



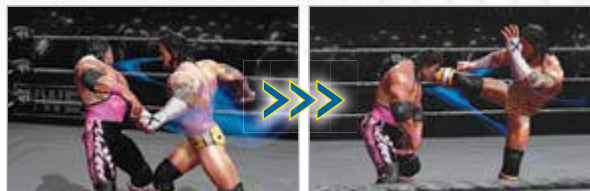
Notation: Quick Strike + Quick Grab

PUNCH KNEE BULLDOG



Notation: Quick Strike + Quick Grab (Opponent must be in a slumped state in the corner)

PUNCH KICK COMBO



Notation: Strong Strike + Strong Grab

STEP UP ENZIGURI



Notation: Away + Strong Strike + Strong Grab

FINISHER

GO TO SLEEP



BIO

Height: 6'1"

Weight: 222 lbs.

From: Chicago, Illinois

Career Highlights: World Heavyweight Champion, ECW Champion, Intercontinental Champion, World Tag Team Champion.

TECHNICAL

Class: Brawler

Counter: Normal

PROS

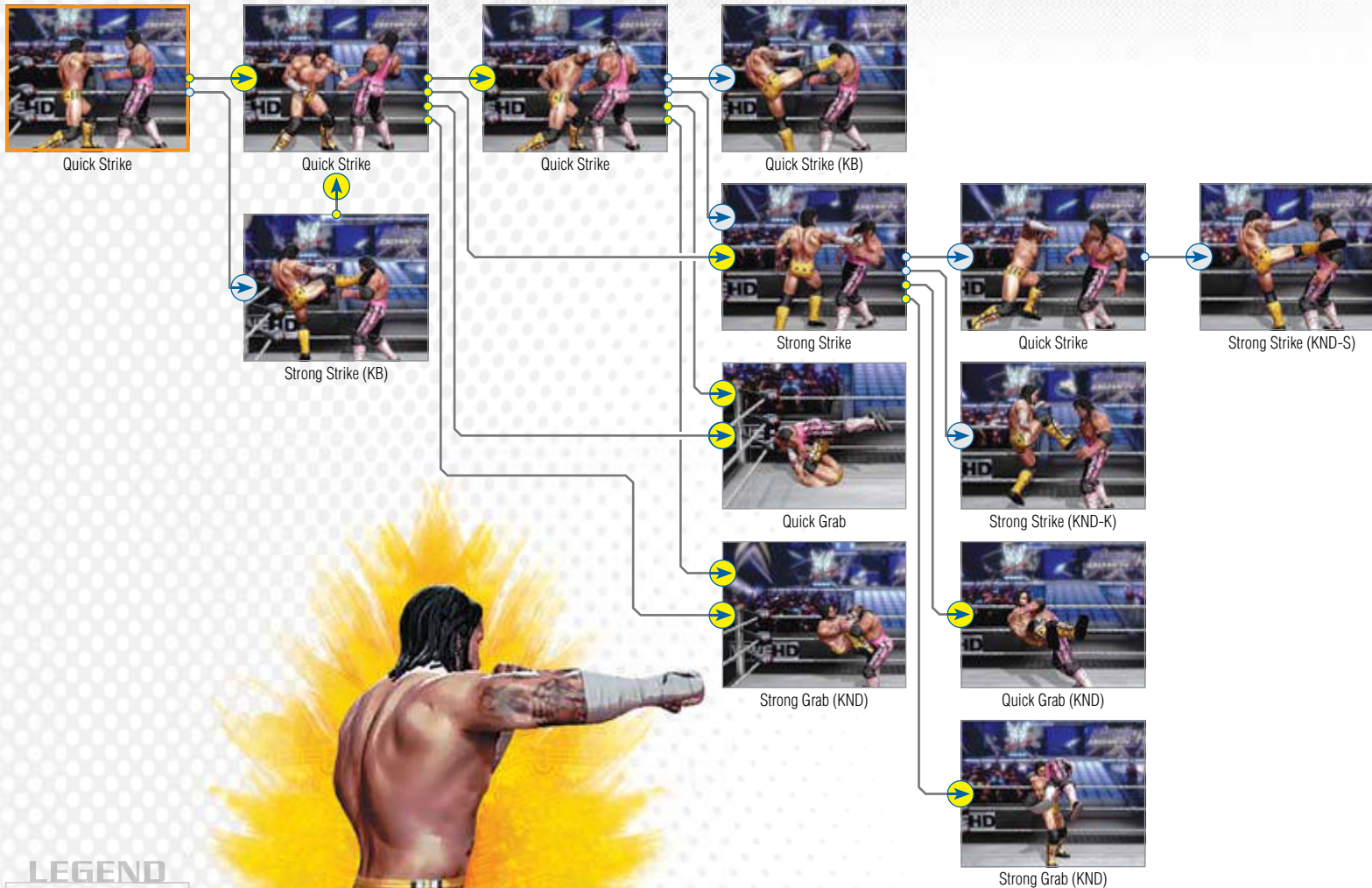
- > Several nonreversible attacks.
- > Chain combo starting with Strong Strike.
- > Long range Away + Quick Strike attack.

CONS

- > Very few true combo series chains.
- > Almost every chain combo can be reversed after one or two attacks.
- > Minimal offensive ability.



CHAIN COMBOS



LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Away + Quick Strike



Quick Strike



Strong Strike



Quick Strike



Quick Strike



Strong Strike



Quick Grab (KND)



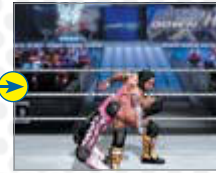
Strong Strike (KND)



Quick Strike (KB)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)



Strong Strike (KND-S)

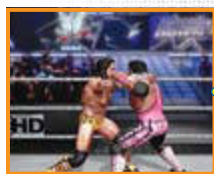




LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

GRAB CHAIN COMBOS



Weak Lockup



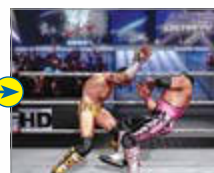
Quick Strike



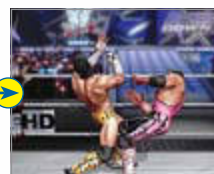
Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Chain
Strong Strike	Any
Quick Grab	None
Strong Grab	Quick Grab

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	BO-S, Any
Strong Strike	Quick Grab
Quick Grab	None
Strong Grab	None

NOTE

There are no follow-up options that are guaranteed to connect after any rear waistlock or side headlock attack.

NOTE

CM Punk gets a guaranteed Quick Grab on a grounded opponent after any of the weak lockup grab chain combos.

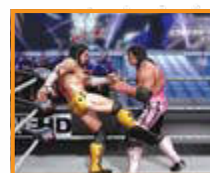
RECOMMENDED CHAIN COMBOS



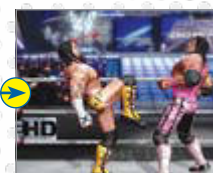
Away + Quick Strike



Strong Strike



Away + Quick Strike



Quick Strike

that can follow. An opponent can simply block the strike follow-ups and not worry about reversal timing, but the grabs cannot be blocked and must be reversed.

CM Punk has very few true combo series chains. The few that he does have do not put his opponent in any truly advantageous states for Punk to exploit. The only advantage of this chain combo is that it starts with a kick attack, which cannot be reversed and has more range than most of CM Punk's other attacks. The second hit of the combo knocks the opponent down. Unfortunately, CM Punk also ends up on the ground, which

means you cannot follow with any grounded attacks. Neither attack in this chain combo can be reversed, so you can safely attack without fear of a retaliation from an opponent, unless the attack completely misses. Just make sure the attack connects with the opponent, whether it's blocked or hits.

While not a full chain combo, this true combo series leads into a wide variety of attacks. A skilled opponent can block or reverse any attack that follows these two strikes, but because CM Punk has such a wide variety of attack options, if you mix up enough, even a skilled opponent will have a difficult time reversing everything. Make sure to mix in both grab options after this true combo series, in addition to the various strike attack options

PLAYING AS CM PUNK

Being successful with CM Punk is a challenge to say the least. He has the largest variety of chain combos in the game, and even a few short grab chain combos, but they are virtually useless against an opponent who knows how to block. If you start almost any of CM Punk's chain combos and the opponent simply holds the Block button, CM Punk's combos will be blocked after one or two hits. Worse, if an opponent is skilled at reversals, CM Punk's chain combos can be reversed rather easily after the first or second attack.

Your only course of action against a moderately skilled opponent is to rely on CM Punk's Away + Quick Strike, as well as his recommended chain combos, short chain combos that end with grabs, and his grab chain combos. Away + Quick Strike is a kick attack that cannot be reversed and has longer range than almost any of CM Punk's other attacks. Use this at maximum range to pick away at the opponent's health and aggravate him if he tries to reverse the nonreversible attack.

Another effective attack option is Punk's Strong Strike. It's a kick attack that cannot be reversed, and it also has a follow-up attack (another Strong Strike) that creates a chain combo. This is not a true combo series, and the second attack can be blocked, but because it's also a kick, it cannot be reversed. There's also a short delay between the two attacks, so if you execute the initial Strong Strike from its maximum range, most opponents will have a difficult time interrupting Punk before the second kick is executed. This allows you to mix up between the second Strong Strike and a grab or the start of another chain combo.

Execute a few Strong Strikes without any follow-ups. This trains the opponent to not expect any follow-up after the first Strong Strike. Once you have done this a few times, follow up with the second Strong Strike. When the opponent starts to expect the second attack, mix in a grab or start another chain combo after the first Strong Strike. This confuses the opponent and forces him to guess how to react after the first Strong Strike. Blocking is not a reliable option because you can mix in a grab after the Strong Strike. Attempting a reversal is not an option because the second Strong Strike is nonreversible and you can just as easily perform two stand-alone Strong Strikes back to back, which are also nonreversible.

PLAYING AGAINST CM PUNK

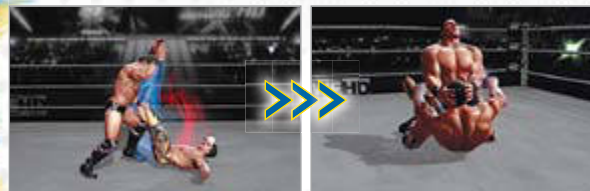
The only way CM Punk can win against a skillful opponent is by making him guess incorrectly. Play defensively and block or reverse all of Punk's chain combos. There are very few chain combos that cannot be blocked or reversed after the first or second attack. This effectively shuts down almost all of CM Punk's offensive options. All that he'll have left at this point is to mix up between grab attempts and a few nonreversible attacks. Stay at a distance to evade the grab attempts, then close in with a barrage of offensive pressure and you won't have much to worry about.

Make sure to punish any whiffed attacks and stick to true series combos so CM Punk doesn't have an opportunity to land easy reversals. As long as you don't give CM Punk an opportunity to take advantage of your mistakes, and you keep up a strong defensive wall when CM Punk attempts to attack, this is an easy match to win.

DREW McINTYRE

SIGNATURE MOVES

MOUNTED PUNCHES HEAD BUTT



Notation: Quick Strike + Quick Grab

SCOT DROP



Notation: Strong Strike + Strong Grab

INVERTED ALABAMA SLAM



Notation: Away + Quick Strike + Quick Grab

TILT A WHIRL



Notation: Away + Strong Strike + Strong Grab

BIO

Height: 6'5"

Weight: 256 lbs.

From: Ayre, Scotland

Career Highlights:

Intercontinental Champion,
WWE Tag Team Champion

PROS

- Charge Strike leads to a juggle state.
- Cannot reverse many of the attacks in his chain combos.
- Short grab chain combos.
- Well-rounded in all aspects.

TECHNICAL

Class: Brawler

Counter: Normal

CONS

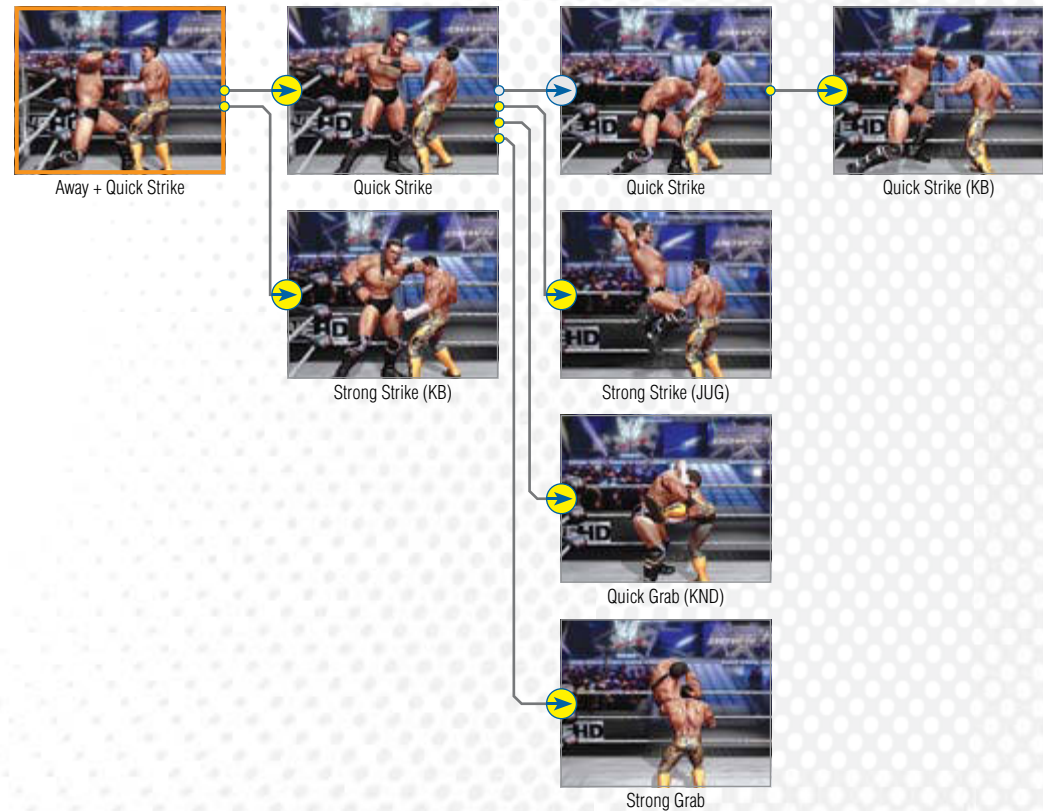
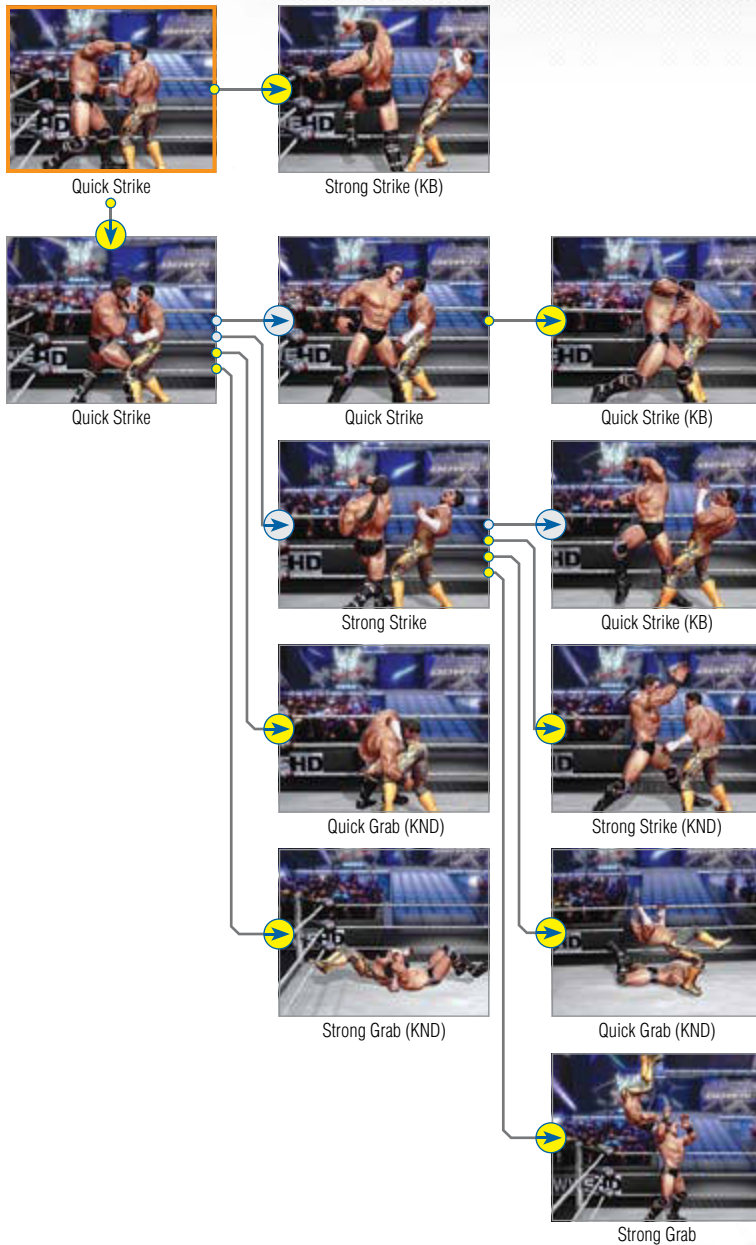
- Can't inflict big damage against opponents skilled at counters and reversals.

FINISHER

FUTURE SHOCK DDT

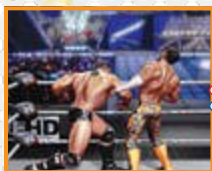


CHAIN COMBOS



LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Toward + Quick Strike



The timing required to perform the first two attacks of Drew McIntyre's Toward + Quick Strike chain combos is not as strict as for most grab chain combos, but you cannot simply mash Quick Strike to execute the second hit of the combo like you can with most strike chain combos.

LEGEND

The next attack in the chain **CANNOT** be blocked/reversed.

The next attack in the chain **CAN** be blocked/reversed.

The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Quick Strike



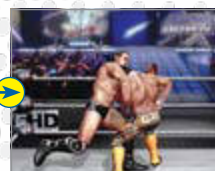
Strong Strike (KB)



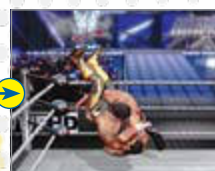
Quick Strike (KB)



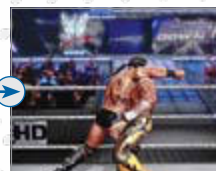
Strong Strike



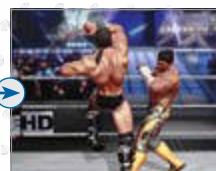
Quick Grab (KB)



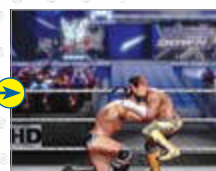
Strong Grab (KND)



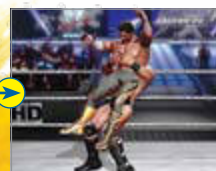
Quick Strike (KB)



Strong Strike (KND)

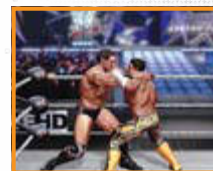


Quick Grab (KND)



Strong Grab (KND)

GRAB CHAIN COMBOS



Weak Lockup



Quick Strike



Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Chain
Strong Strike	None
Quick Grab	None
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Barrier, Quick Grab
Quick Grab	None
Strong Grab	None

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Quick Grab
Quick Grab	None
Strong Grab	None

NOTE

Drew McIntyre gets a guaranteed Quick Grab on a grounded opponent after any of the weak lockup grab chain combos.

NOTE

There are no follow-up options that are guaranteed to connect after any side headlock attacks.

RECOMMENDED CHAIN COMBOS



Toward + Quick Strike



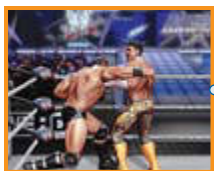
Quick Strike



Quick Strike (KB)

This is one of McIntyre's only true combo series chains. If the first hit connects, the rest of the combo is guaranteed to connect. The last hit knocks the opponent back, which allows McIntyre to continue

his offense. After the first two hits, you can mix up between a Quick Grab and a Strong Grab. Both can be reversed, but the reversal timing is different for the two grabs, which will cause most players to miss the reversal a majority of the time.

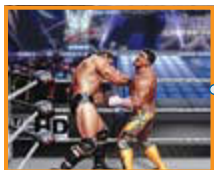


Toward + Quick Strike



Strong Strike (KB)

As this is another of McIntyre's true combo series chains that ends in a knockback, you can follow with a Quick Grab to catch most opponents before they can retaliate. Unfortunately, there isn't another similar combo that can be used as a mix-up to keep the opponent guessing, but if the opponent's back is to the ropes or some other barrier, the quick knockback can lead to additional damage.



Quick Strike



Quick Strike



Strong Strike



Quick Strike (KB)

While not a true combo series, this chain combo cannot be reversed after the first hit connects. An opponent can block the second hit, and the rest of the chain combo, but nothing can be reversed except the first attack. If the opponent tries to reverse any other attack, either he'll continue to block or he'll get hit. Either way, McIntyre is never at a disadvantage. The chain combo ends with a knockback, which allows McIntyre to continue his offensive pressure.



PLAYING AS DREW MCINTYRE

Drew McIntyre is fairly well-rounded, which means you must use all of his strengths to gain the upper hand in a match. Use his recommended combos to avoid reversals mid-chain combo and take advantage of the environment when the opponent's back is close to the ropes or some other barrier. Even the second attack of McIntyre's Away + Quick Strike chain combos cannot be reversed, only blocked. To avoid the first strike in all of these combos getting reversed, mix in Quick Grabs.

McIntyre's Quick Grab leads to a weak lockup grab chain combo. All of his options from this only allow for two attacks, but after each attack you can follow with a guaranteed attack on the grounded opponent. This series of attacks takes away roughly half a bar from an opponent's health meter (a little less for Big Man class characters and a little more for Acrobat class characters). If you can pull this off a few times in a match, you've already taken away nearly half of your opponent's entire health meter.

Unlike most other Charge Strikes, McIntyre's launches the opponent into a juggle state. If you follow this with a Quick Grab while the opponent is in the air, it creates a second juggle state. This doesn't add any additional damage, but it can serve as a mental attack against your opponent, keeping their character in the air for a longer period of time. Either way, even if you follow with a basic Quick Strike > Quick Strike > Quick Grab while the opponent is in the air, the entire series of attacks takes away a little more than half a bar from the average character's health meter.

When you combine all of these attacks, McIntyre becomes somewhat of a powerhouse. If you can stay on the offensive, the opponent will be down to a single red bar of health in no time flat. You should have at least one or two Signature Moves stocked by this point, which will take the opponent down to a flashing red bar and ready to be KO'd by a timely Finisher.

PLAYING AGAINST
DREW MCINTYRE

Against a skilled Drew McIntyre player, this can be quite an uphill battle. The best line of defense is to know which chain combos you can reverse and which have to be blocked. There aren't many that can be reversed, so learn those and know what the chains look like. If you see anything but these chains, or if the McIntyre player goes beyond the first few hits of most chains, be ready to reverse instead of simply blocking. The damage from the reversals will start to add up and the opponent will think twice about using these chain combos.

Once you have limited the opponent to using only McIntyre's recommended chain combos, watch out for his grab chain combos—you won't have to worry about much else. McIntyre doesn't have any attacks that inflict big damage that aren't telegraphed. His Charge Strike takes several seconds to execute, and if the McIntyre player cancels the Charge Strike, the resulting Strong Strike doesn't inflict very much damage. The only other way McIntyre can rack up damage is if he connects with a grab chain combo. You'll have multiple chances to reverse all of these options, and the earlier you reverse, the less damage you take.

EDDIE GUERRERO

SIGNATURE MOVES

THREE AMIGOS



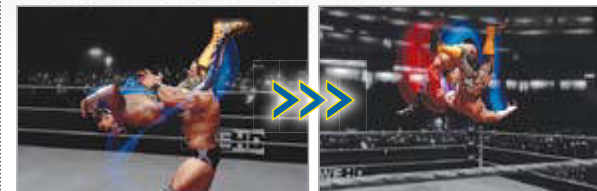
Notation: Quick Strike + Quick Grab

GORY SPECIAL



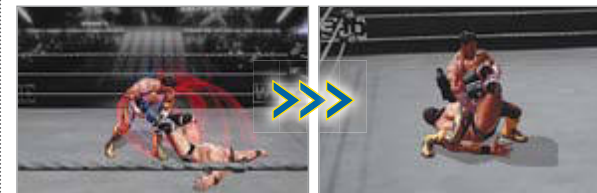
Notation: Away + Quick Strike + Quick Grab

MEXICAN HEAD SCISSORS



Notation: Strong Strike + Strong Grab

LASSO FROM EL PASO



Notation: Away + Strong Strike + Strong Grab

FINISHER

FROG SPLASH



BIO

Height: 5'8"

Weight: 220 lbs.

From: El Paso, Texas

Career Highlights: WWE Champion, Intercontinental Champion, United States Champion, WWE Tag Team Champion, Cruiserweight Champion, European Champion, ECW Television Champion

PROS

- > Finisher connects on a standing or grounded opponent.
- > A variety of grab chain combos.
- > Extremely long range Strong Strike.
- > Unblockable turnbuckle attacks.

CONS

- > Trouble attacking strong defensive opponents.

TECHNICAL

Class: Acrobat

Counter: Normal

CHAIN COMBOS



Quick Strike



Quick Strike



Quick Strike (KB)



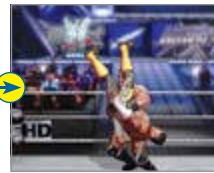
Strong Strike (KB)



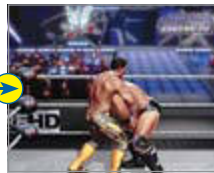
Strong Strike (KB)



Quick Grab (W-LK)



Quick Grab



Strong Grab (S-LK)



Strong Grab



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Away + Quick Strike



Quick Strike



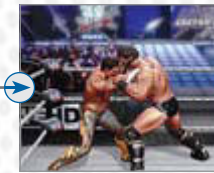
Quick Strike (KB)



Strong Strike (KB)



Strong Strike (KND)



Quick Grab (W-LK)



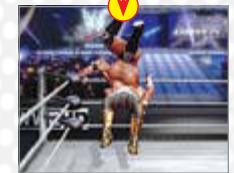
Quick Grab (KND)



Strong Grab (S-LK)



Strong Grab (S-LK)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



LEGEND

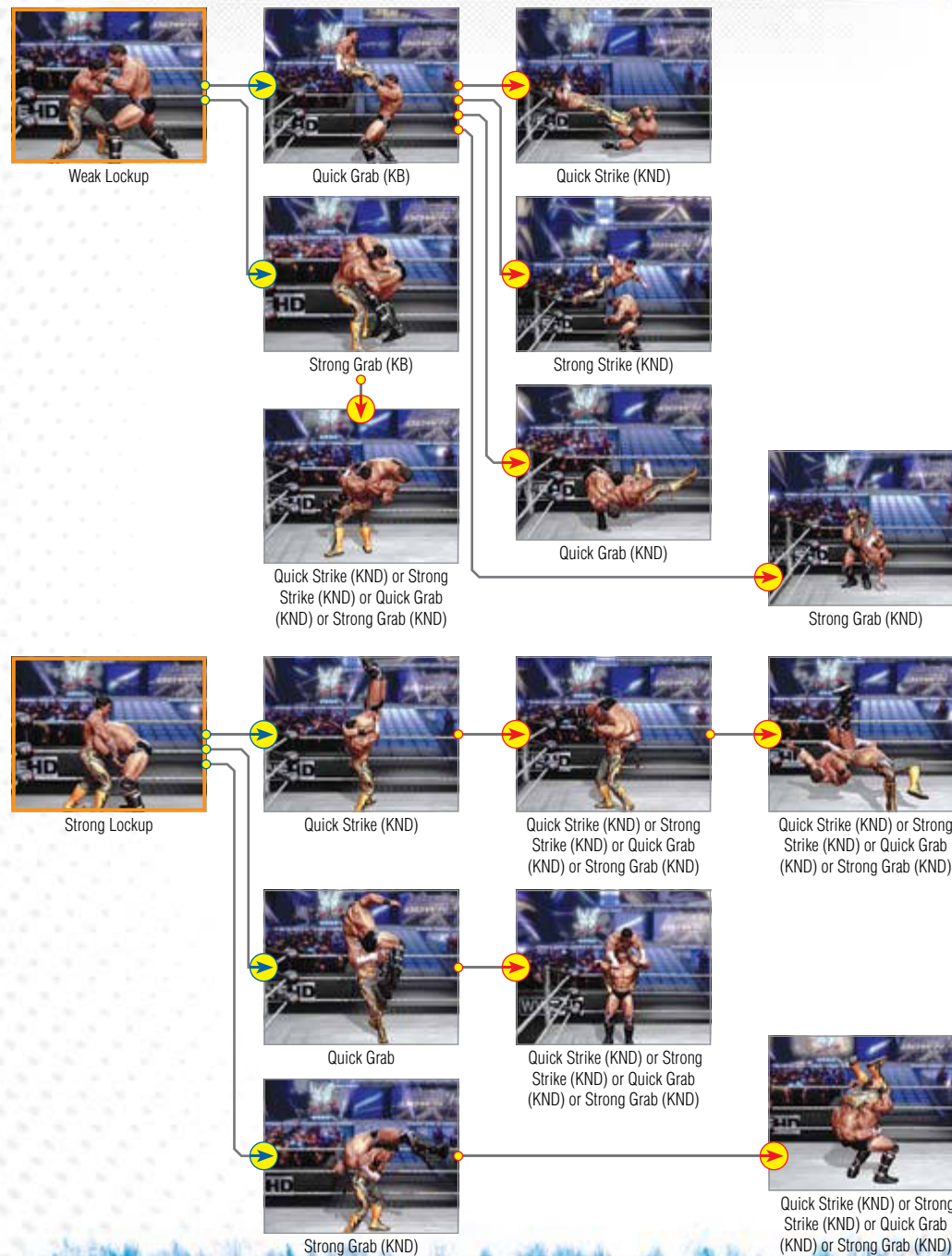
- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

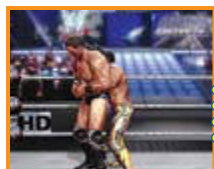
GRAB CHAIN COMBOS



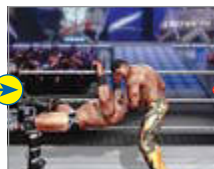
LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

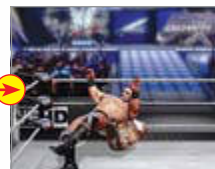




Rear Waistlock



Quick Strike (KND)



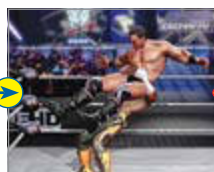
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



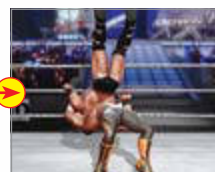
Strong Strike (KND)



Quick Strike or Strong Strike or Quick Grab or Strong Grab



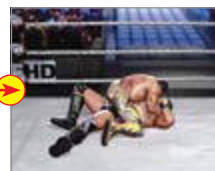
Quick Grab (KND)



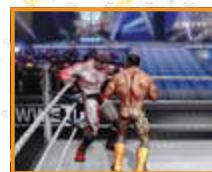
Quick Strike or Strong Strike or Quick Grab or Strong Grab



Strong Grab



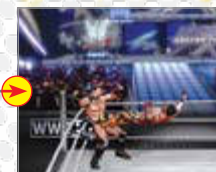
Quick Strike (SUB) or Strong Strike (SUB) or Quick Grab (SUB) or Strong Grab (SUB)



Slumped State



Strong Strike (KB)



Quick Strike (KB) or Strong Strike (KB) or Quick Grab (KB) or Strong Grab (KB)

NOTE

The Quick Grab and Strong Grab follow-up options for Guerrero's weak lockup grab chain combo are only guaranteed to connect after the Strong Strike option from the grab chain combo.

NOTE

From Guerrero's strong lockup grab chain combos, you can almost always follow with a guaranteed Quick Grab. The only rear waistlock attack that has a follow-up option is Quick Strike. This attack allows you to follow only with a Quick Grab or Strong Grab (Strong Grab leads to a weak lockup), and you can only follow up if you use the initial Quick Strike and do not execute the full the chain grab. There are no follow-up options that are guaranteed to connect after any side headlock attack.

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Stun, Any
Strong Strike	None
Quick Grab	Chain, Quick Grab, Strong Grab
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Chain, Quick Grab
Strong Strike	None
Quick Grab	Chain, Quick Grab
Strong Grab	Chain, Quick Grab



RECOMMENDED CHAIN COMBOS



Away + Quick Strike



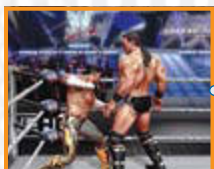
Quick Strike



Quick Strike (KB)

This is one of Guerrero's best chain combos because it's a true combo series that ends with a knockback. The knockback allows Guerrero to continue his offensive pressure, which is key to his

winning strategies. It doesn't knock the opponent down, which is what Guerrero really wants to do, but with the knockback, you can follow with a chain combo or grab that does result in a knockdown.



Away + Quick Strike



Quick Grab (W-LK)

Another true combo series chain, this allows Guerrero an alternate way to enter a weak lockup without fear of a reversal. As long as the Away + Quick Strike connects, the weak lockup cannot be reversed. Once you're in the weak lockup, you can initiate one of Guerrero's many grab chain combos.

PLAYING AGAINST
EDDIE GUERRERO

The best way to defeat Eddie Guerrero is to stay as close as possible to him at all times. You don't want to let him use his superior speed to get away and control the spacing between you. If you miss an attack, Guerrero can punish your miss from almost anywhere in the ring, so be very careful and do not attack unless you're sure the attack will make contact with Guerrero, even if it's blocked.

If you stay away from Guerrero and allow him to climb the turnbuckle, get out of the ring as quickly as possible. Stay on the opposite side of the turnbuckle Guerrero has mounted to ensure that he cannot attack you. If you remain in the ring, Guerrero can unleash attacks from the top of the turnbuckle that cannot be blocked or reversed. His Quick Strike from the turnbuckle sends you flying to another turnbuckle and leaves you in a slumped state, which just allows Guerrero to follow up with even more damage. Any way you look at it, allowing Guerrero to mount the turnbuckle is a bad idea, so stay close and apply as much offensive pressure as you can.

Watch out for Guerrero's grab chain combos. His Quick Grab executes very quickly and he can enter a weak lockup after an Away + Quick Strike. Make sure you know what this attack looks like so you can be ready to avoid the weak lockup. If the attack connects, you can't do anything to avoid it, so be ready to reverse the grab chain combo that follows. If the attack is blocked, Guerrero can still go into the weak lockup, but you can reverse it with proper timing. Either way, you need to be ready for it because it executes quickly and can easily catch you off guard.

PLAYING AS EDDIE GUERRERO

Eddie Guerrero has a lot of tools at his disposal. As an Acrobat class he's faster than most characters and has superior turnbuckle attacks. He also has an extremely long range Strong Strike that reaches almost the entire length of the ring, along with a variety of grab chain combos, which are usually reserved for Grappler class Superstars and Legends. Your goal should be to constantly maintain offensive pressure until you can score a knockdown, then climb the turnbuckle and unleash one of Guerrero's unblockable attacks. Use Guerrero's superior speed to stay outside of an opponent's attack range, then use Strong Strike to punish any whiffed attacks.

Guerrero's many grab chain combos allow you to land a quick knockdown. While they can be reversed, if you mix up between strikes and the various grab chain combos, the opponent will have a hard time connecting consistent reversals. Away + Quick Strike > Quick Grab is an easy way to enter a weak lockup, which leads into many of Guerrero's grab chain combos.

As an Acrobat, Guerrero can mount the turnbuckle and execute attacks that reach all the way across the ring. Not only that, but his Quick Strike and Strong Strike attacks from the top of the turnbuckle cannot be blocked or reversed. It is extremely difficult for an opponent to avoid one of these turnbuckle attacks. Ideally, the opponent can be anywhere in the ring, as long as he's not right next to the turnbuckle. If the opponent is very close to the turnbuckle, not only is Eddie in danger of getting attacked before he can execute an attack, but the Quick Strike attack changes due to the opponent's proximity. It's still unblockable, but nowhere near as impactful as the normal Quick Strike attack from the turnbuckle.

When you connect with Guerrero's normal turnbuckle Quick Strike attack, he launches into a flying kick that slams the opponent against one of the turnbuckles in a slumped state. At this point Guerrero can continue his offense without worrying about a reversal. Use one of the recommended chain combos or try Guerrero's slumped state grab chain combo, which leaves the opponent in a knockback state and vulnerable to attack (although it can be reversed with proper timing).

If you're playing online, against an opponent who isn't skilled at reversals, or against the computer, Guerrero's Toward + Quick Strike > Quick Strike > Strong Grab is one of his best tools. The Strong Grab at the end of the chain combo places the opponent in a generic stun, which is somewhat similar to a knockdown-sitting state. The opponent cannot block, reverse, or even move for a short period. During this time, you can use the same chain combo again and repeat this endlessly until the opponent reverses or blocks. This repeating cycle works especially well against the computer, but against a human opponent it's best to use only one or two chains back to back, then use a true combo series chain or go for a grab chain combo. Either way, against a skilled opponent, this won't work because the opponent can escape after the first attack by simply holding the Block button.

ALL STARS

EDGE

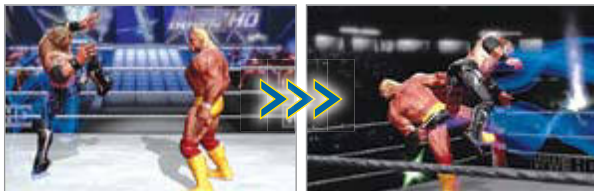
SIGNATURE MOVES

EDGE CUTTION



Notation: Quick Strike + Quick Grab

SPINNING WHEEL KICK



Notation: Away + Quick Strike + Quick Grab

EDGE-O-MATIC



Notation: Strong Strike + Strong Grab

ELECTRIC CHAIR FACE BUSTER



Notation: Away + Strong Strike + Strong Grab

FINISHER

SPEAR



BIO

Height: 6'5"

Weight: 241 lbs.

From: Toronto, Ontario, Canada

Career Highlights: WWE Champion; World Heavyweight Champion; Intercontinental Champion; United States Champion; World Tag Team Champion; WWE Tag Team Champion; Unified WWE Tag Team Champion; 2001 King of the Ring; won first-ever Money in the Bank Ladder Match

TECHNICAL

Class: Grappler

Counter: Normal

PROS

- > Spear Finisher is a strike attack.
- > Spinning Wheel Kick Signature Move is a strike attack.
- > Spinning Wheel Kick Signature Move has extremely long range.
- > Wide variety of grab chain combos.
- > Can pin from weak lockup.

CONS

- > Extremely limited true combo series chains.
- > Must rely on reversible grab chain combos for good damage.



CHAIN COMBOS



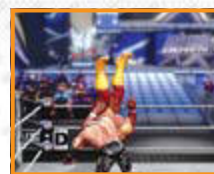
Quick Strike



Quick Strike



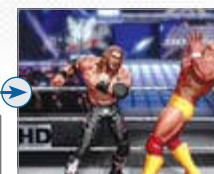
Quick Strike (KB)



Away + Quick Strike



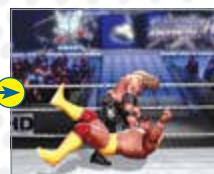
Quick Strike



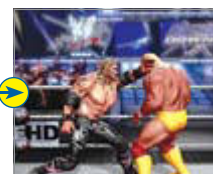
Quick Strike (KB)



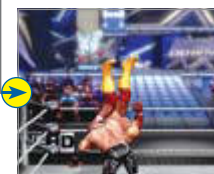
Strong Strike (KB)



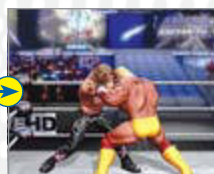
Quick Grab (KND)



Strong Strike (KB)



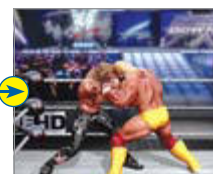
Quick Grab (KND)



Quick Grab (W-LK)



Strong Grab (KND)



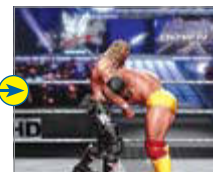
Quick Grab (W-LK)



Strong Grab (KND)



Strong Grab (S-LK)



Strong Grab (S-LK)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Toward + Quick Strike



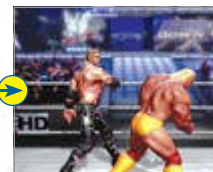
Quick Strike



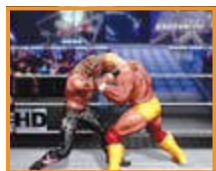
Quick Strike (KB)



Strong Strike (KB)



Quick Grab (KB)



Weak Lockup



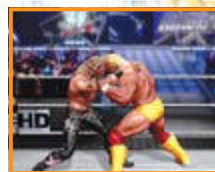
Strong Strike



Quick Strike or Strong Strike



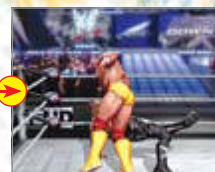
Quick Grab or Strong Grab



Weak Lockup



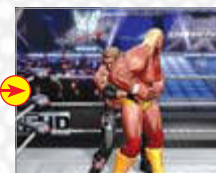
Quick Strike (KND)



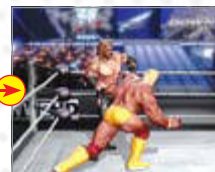
Quick Strike

Quick Strike or
Strong Strike or
Quick Grab or
Strong Grab

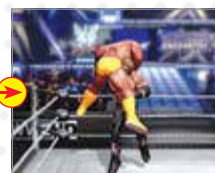
Strong Strike

Quick Strike or Strong Strike or
Quick Grab or Strong Grab

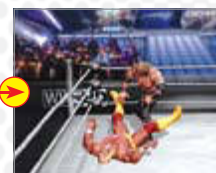
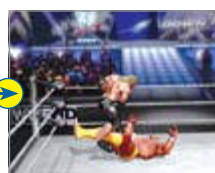
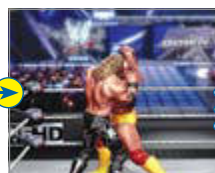
Strong Strike (R-LK)



Quick Grab

Quick Strike (KND) or
Strong Strike (KND)Quick Grab (PIN) or
Strong Grab (PIN)

Strong Grab

Quick Strike (KND) or Strong
Strike (KND) or Quick Grab
(KND) or Strong Grab (KND)Quick Strike (KND) or
Strong Strike (KND)

Quick Grab

Quick Strike (KND) or
Strong Strike (KND)Quick Strike (KND) or
Strong Strike (KND)
or Quick Grab (KND)

Strong Grab



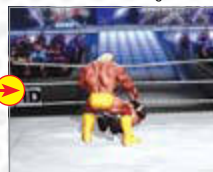
Weak Lockup



Quick Grab (KND)



Quick Strike (KND)

Quick Strike or Strong Strike or
Quick Grab or Strong Grab

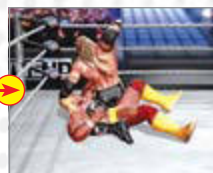
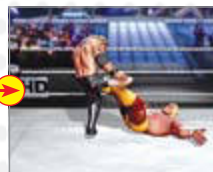
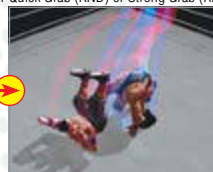
Strong Strike



Quick Grab (STN)



Strong Grab

Quick Strike (KND) or
Strong Strike (KND)
or Quick Grab (KND)
or Strong Grab (KND)Quick Strike (KND) or Strong Strike (KND)
or Quick Grab (KND) or Strong Grab (KND)Quick Strike (SUB) or
Quick Grab (SUB) or
Strong Grab (SUB)

Strong Strike



Weak Lockup



Strong Grab (KND)



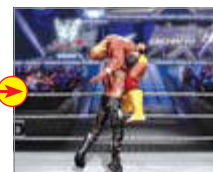
Quick Strike



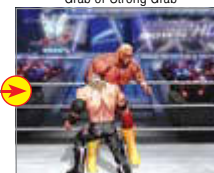
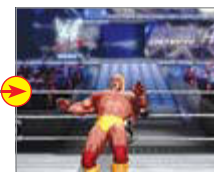
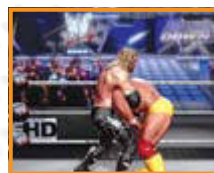
Strong Strike



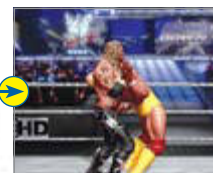
Quick Grab (KND)



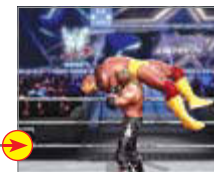
Strong Grab (STN)

Quick Strike or Strong Strike or Quick
Grab or Strong GrabQuick Strike (BO-S) or
Strong Strike (BO-S) or
Quick Grab (BO-S) or
Strong Grab (BO-S)Quick Strike (KND) or
Strong Strike (KND) or
Quick Grab (KND) or
Strong Grab (KND)Quick Strike (KND) or
Strong Strike (KND) or
Quick Grab (KND) or
Strong Grab (KND)Quick Strike or Strong Strike or
Quick Grab or Strong Grab

Strong Lockup



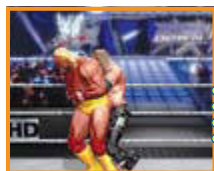
Quick Grab

Quick Strike (KND) or
Strong Strike (KND)Quick Grab (KND) or
Strong Grab (KND)

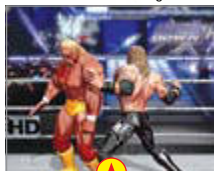
LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

Quick Strike or Strong Strike or
Quick Grab or Strong Grab



Rear Waistlock



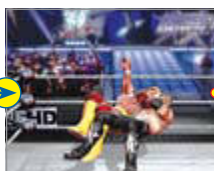
Quick Strike (KND)



Strong Strike (KND)

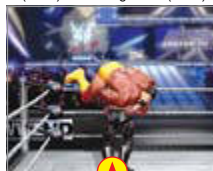


Quick Grab

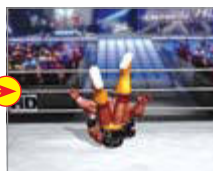


Strong Grab

Quick Strike (KND) or Strong
Strike (KND) or Quick Grab
(KND) or Strong Grab (KND)



Quick Strike (KND) or Strong
Strike (KND) or Quick Grab
(KND) or Strong Grab (KND)



Quick Strike (KND) or Strong Strike (KND)
or Quick Grab (KND) or Strong Grab (KND)



Quick Strike (KND) or Strong
Strike (KND) or Quick Grab
(KND) or Strong Grab (KND)

STRONG LOCKUP CHART

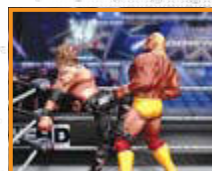
Command	Follow Up Options
Quick Strike	None
Strong Strike	Quick Grab, Strong Grab
Quick Grab	Chain, None
Strong Grab	JUG

NOTE

Edge has no weak lockup or rear waistlock charts because he has a wide variety of grab chain combos stemming off every option from both situations. Refer to each individual grab chain combo to determine when the opponent is in a knockdown state.

There are no follow-up options that are guaranteed to connect after any side headlock attack.

RECOMMENDED CHAIN COMBOS



Quick Strike



Strong Strike (KB)



Weak Lockup



Quick Strike (KND)



Quick Grab



Quick Grab (PIN) or Strong Grab (PIN)

This is Edge's only complete true combo series chain combo. Every other chain combo Edge has can be blocked, countered, or reversed at some point. Luckily, this chain combo ends with the opponent in a knockback state, which allows Edge to follow with another attack to keep pressure on the opponent. If the opponent is close to a barrier (ropes, turnbuckle, etc.), the Strong Strike knocks him into the barrier, creating a lengthy stun that allows Edge to connect with a guaranteed attack that cannot be countered or blocked.

Whenever you're not using Quick Strike > Strong Strike, Edge can only force the opponent to guess which grab chain combos he's using, and hope the opponent doesn't reverse it. If the opponent guesses wrong, the payoff is typically just damage. However, if you use this grab chain combo, the payoff is a pin attempt. Against most human opponents, once their health meter is in the red or even sometimes in the orange, it is difficult to escape a pin. Using this combo can lead to a quick victory against many opponents.

PLAYING AS EDGE

Edge doesn't have a lot going for him in *WWE All Stars*. As a Grappler class, he has a wider variety of strike chain combos than most other Grapplers, but only one of them is a complete true combo series. Any other strike chain combos Edge attempts can be blocked, countered, or interrupted. This limits Edge to relying on his grab chain combos for the bulk of his damage output. Unfortunately, this means that skill takes a backseat to the hope that your opponent guesses wrong and doesn't pull off many counters or reversals.

On the bright side, Edge has a large assortment of grab chain combos, and if you use a reversal blocker as often as possible, you'll limit the success of your opponent's reversals. Edge also has a quick and far-reaching Quick Grab, and an opponent has to react fast if he's going to counter Edge's two-hit combos that lead into a weak lockup (Quick Strike > Quick Grab, Away + Quick Strike > Quick Grab, etc.).

If you mix up Edge's grab chain combos and use a few strike chain combos, you should build the Energy Meter relatively fast. Once you have a Signature Move available, Edge gains a powerful tool. His Spinning Wheel Kick Signature Move is a strike attack instead of a grab (like most other Signature Moves). It also reaches almost the entire length of the ring and executes quickly, making it difficult to counter. It cannot be blocked and it's hard to evade, which makes it an almost guaranteed hit from about halfway across the ring. At this distance, it's almost impossible for the opponent to interrupt the attack or escape the ring in time to evade it.

Edge's Spear Finisher is also a strike attack instead of a grab. It doesn't have nearly the range of the Spinning Wheel Kick, but when stored and used strictly to KO an opponent, it's fast and hard to evade. If you can't create an opportunity to store the Finisher, use the Spinning Wheel Kick to knock the opponent down, then go for a non-stored Finisher as he's grounded. If the opponent's health is low enough (usually at least in the red), the Finisher will land.

PLAYING AGAINST EDGE

If you've got fast reactions and you're good at using reversals and counters, Edge won't stand a chance. He has only one true combo series to rely on (Quick Strike > Strong Strike), which leaves you in a knockback state. This allows Edge to continue offensive pressure, but as long as you don't hit a barrier after the Strong Strike, you can block or counter any attack Edge tries to follow up with. If Edge tries any other chain combos, block or counter mid-chain to gain the upper hand.

Once you've shut down Edge's only true combo series, he's left with nothing more than grab chain combos. This is where your reaction time will be tested. Edge has a wide variety of grab chain combos, many of which will leave you pinned, or on the ground and open to additional attacks. Your best bet is to counter the initial grab attempt. If you can't do that, learn the reversal timing of the first attack in each of Edge's grab chain combos. There's less variety in the first attack than there is in any of the remaining attacks, so it won't be too difficult to learn the timing for all of them. Once you have this down, you can effectively shut down Edge's offense and the match is yours.

HULK HOGAN

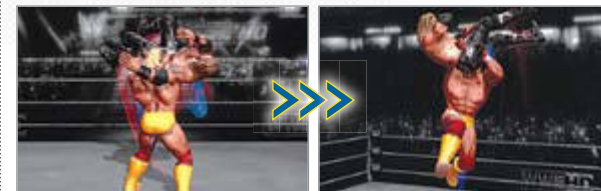
SIGNATURE MOVES

SCOOP POWER SLAM



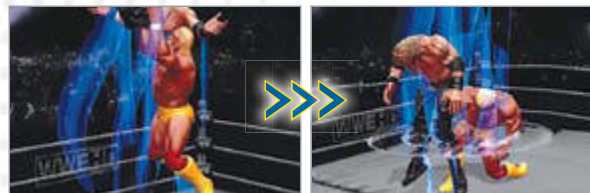
Notation: Quick Strike + Quick Grab

BACKBREAKER



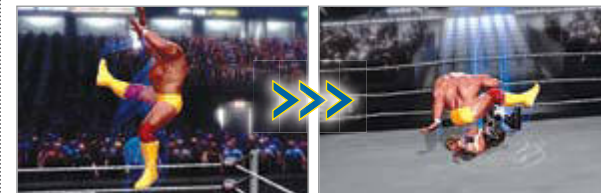
Notation: Strong Strike + Strong Grab

ATOMIC KNEE DROP



Notation: Away + Quick Strike + Quick Grab

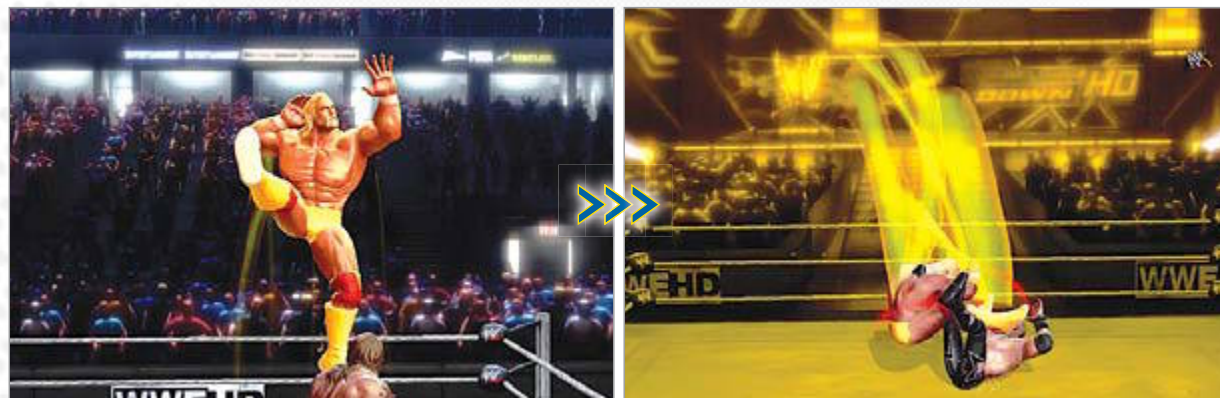
JUMPING LEG DROP



Notation: Running + Strong Strike + Strong Grab (opponent must be knocked down)

FINISHER

JUMPING LEG DROP



BIO

Height: 6'7"

Weight: 302 lbs.

From: Venice Beach, California

Career Highlights: WWE Champion; WCW Champion; World Tag Team Champion; Royal Rumble winner (1990 and 1991); inducted into the WWE Hall of Fame in 2005

PROS

- > Cannot be knocked down by normal strikes.
- > Finisher can hit standing or grounded opponent.
- > Can attempt a pin from a chain combo.
- > Does not need true combo series chains to be effective.

CONS

- > Limited offensive ability outside of chain combos.
- > No grab chain combos.
- > Weak grab options.

TECHNICAL

Class: Brawler

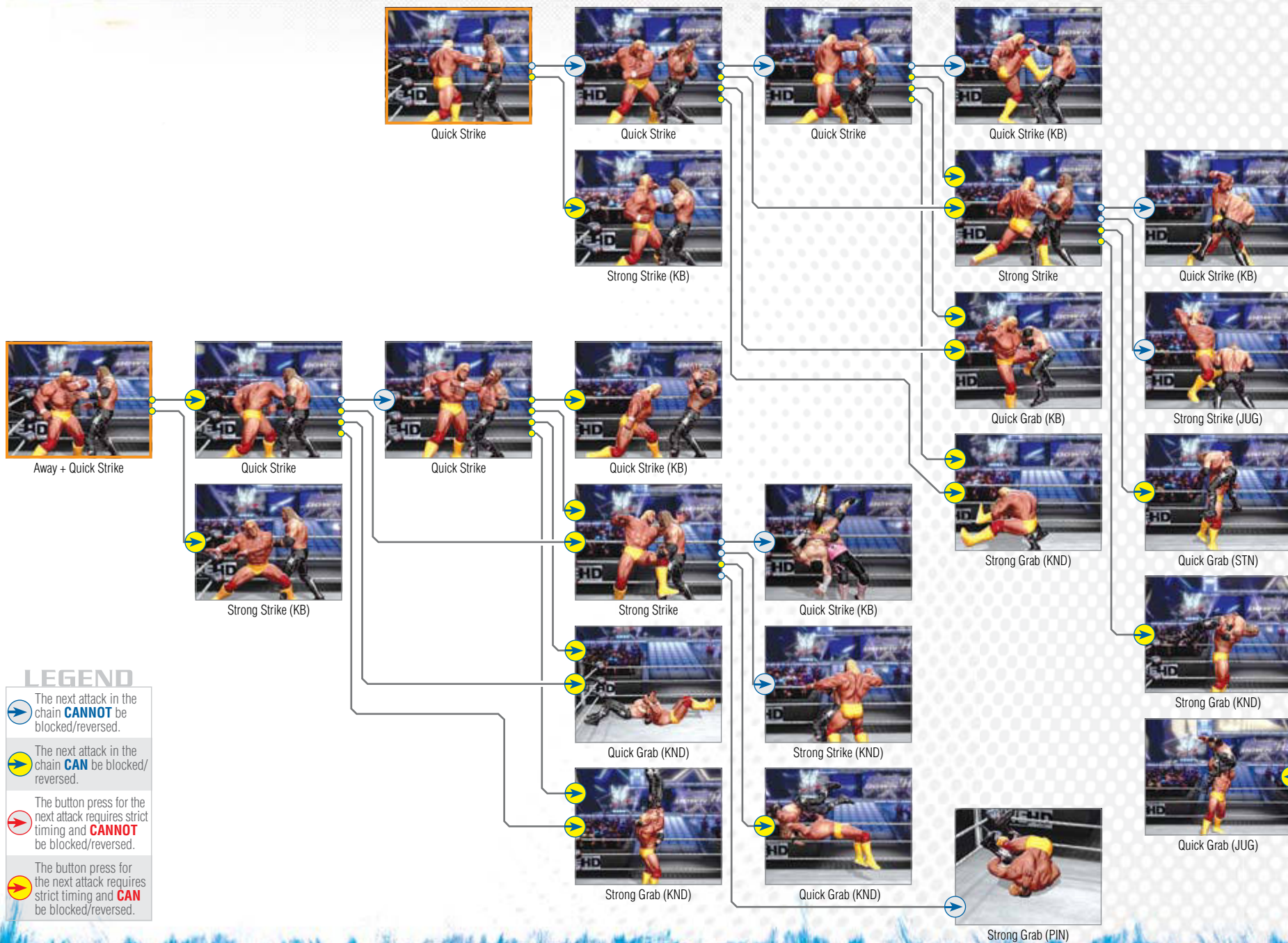
Counter: Normal

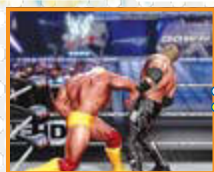
HOW TO USE THIS GUIDE MATCH TYPES WRESTLING TACTICS EXTREME RULES CREATE A SUPERSTAR

HULK HOGAN

PATH OF FANTASY UNLOCKABLES FOR
CHAMPIONS WARFARE AND TROPHIES THE FANS

59





Toward + Quick Strike



Quick Strike



Quick Strike



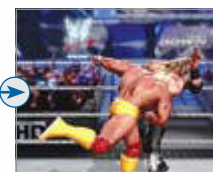
Quick Strike (KB)



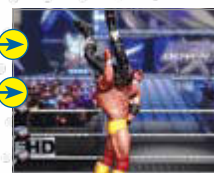
Strong Strike (KND-S)



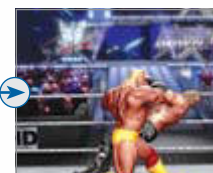
Strong Strike



Quick Strike (KB)



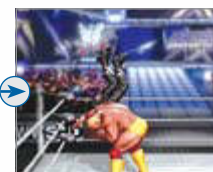
Quick Grab (KND)



Strong Strike (KND)



Strong Grab



Quick Grab (KND)



Strong Grab

LEGEND

The next attack in the chain **CANNOT** be blocked/reversed.

The next attack in the chain **CAN** be blocked/reversed.

The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Stun
Strong Strike	None
Quick Grab	None
Strong Grab	SUB

REAR WAISTLOCK CHART

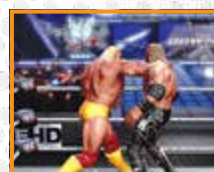
Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Quick Grab
Strong Grab	SUB

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Any
Quick Grab	Quick Grab, Strong Grab
Strong Grab	Quick Grab, Quick Strike

NOTE There are no follow-up options that are guaranteed to connect after any side headlock attack.

RECOMMENDED CHAIN COMBOS



Quick Strike



Quick Strike



Quick Strike

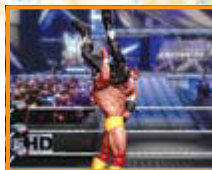


Quick Strike (KB)

a knockback state, which allows Hogan to pull off a Signature Move or store a Finisher without giving the opponent much time to counter. It knocks the opponent too far away to give Hogan much of an advantage in the center of the ring, so try to use it fairly close to the ropes as much as possible.

If the opponent is almost touching the ropes, Hogan will remain close enough to keep the offensive pressure going with another attack. If the opponent is touching the ropes, it will either knock the opponent over the ropes (allowing Hogan to use a running attack to dive out of the ring and attack the grounded opponent) or knock the opponent against the ropes. If the opponent is knocked against the ropes on the first attack, stop the combo after the third hit, then go into another attack. If you continue to the fourth hit, it will miss and you'll have less time to follow up with another attack. In either case, if you're fast, you can start another combo chain before the opponent can block or counter.

While Hogan doesn't rely on true combo series chains as much as some of the other Superstars and Legends, his one complete true combo series chain is still very effective. The last hit leaves the opponent in



Quick Strike



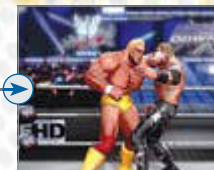
Quick Strike



Quick Strike

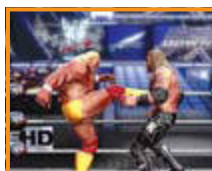


Quick Strike (KB)



Quick Strike (KB)

This combo is one of the reasons why Hogan does not rely heavily on true combo series chains. While there are two places where an opponent can start blocking, the only part of this chain that can be countered is the very first attack (which consists of two hits). If the opponent does not counter the first attack, he cannot do anything to escape the combo until the pin attempt. Even if the opponent blocks the first attack (or any other attack in the chain), you can still continue the combo all the way through to the pin at the end without fear of a counter, reversal, or anything else. This gives Hogan a nearly guaranteed pin attempt every time you use this chain combo. The same rules apply to the shorter variation of this chain: Away + Quick Strike (->) Quick Strike (->) Strong Strike > Strong Grab.



Quick Strike



Quick Strike



Quick Strike (KB)

shot to determine if the opponent is skilled enough to escape. If he fails to counter or reverse the chain, use it multiple times throughout the match, but do not abuse it. If you use it too much, the opponent will learn the counter or reversal timing.

Unlike Hogan's combos that end with a pin attempt, it is possible to counter or reverse the Strong Grab at the end of this chain. However, the counter timing is very strict, so unless the opponent knows the reversal timing well, this is a very difficult combo to escape. The Strong Grab at the end leaves the opponent stunned long enough for Hogan to start another chain combo or grab before the opponent can react. This fact alone makes it worth a

PLAYING AS HULK HOGAN

Hogan is an extremely solid Legend, despite the fact that he doesn't have many tools to work with. He has no grab chain combos, his grabs don't give him many guaranteed follow-up options and don't inflict significant damage, his Charge Strike is difficult to connect and doesn't inflict much damage if canceled, and he doesn't have many true combo series chains. Luckily, the few tools Hogan has at his disposal are phenomenal.

All you really need to be successful with Hogan are his recommended combos. The four combos mentioned here are more than enough to leave an opponent virtually helpless. Combined, these combos leave the opponent in a knockback state, are extremely difficult to escape, and give Hogan a free combo or pin if they connect in the right situations. The only thing you need to worry about is an opponent countering the very first attack in these combos. If that happens, mix in grabs or Hogan's Charge Strike. While neither is a great choice, they're enough to make an opponent think twice about countering as soon as he sees an attack.

The Charge Strike is best used after a knockdown, but because it's unblockable when fully charged, it's also effective if you stay just outside of the opponent's attack range because he'll have to move closer to Hogan before he's able to interrupt the Charge Strike. If the Charge Strike connects, Hogan gets a guaranteed follow-up attack on the grounded opponent. Any attack will connect if you act quickly in this situation. More often than not, any attack you use after a successful Charge Strike leaves the opponent vulnerable on the ground so you can continue to attack. If you connect with a Charge Strike, you're virtually guaranteed to drain at least one bar from the opponent's health meter.

Hogan's grabs aren't particularly effective, but if you opt to use a grab to vary your attacks, try to connect with Hogan's Strong Grab from maximum range. It reaches roughly halfway across the ring, and while it's not a fast grab, it's fast enough to catch most opponents off guard. Hogan's Quick Grab is significantly faster, but it lacks range and doesn't have good follow-up options.

PLAYING AGAINST HULK HOGAN

It's not easy to take advantage of Hogan's weaknesses. He doesn't have a lot of tools to work with, but what he does have is very good. If you're extremely skilled at counters, your best option is to counter as soon as Hogan attacks. If you can't counter the first attack in Hogan's chain combos, you won't have another chance to counter until the next combo starts. If Hogan starts using grabs or other attacks to throw off your counter timing, ignore them and stay focused on countering as soon as you see Hogan attack. The damage inflicted by Hogan's other attacks is not large enough to make you abandon this strategy.

If you're using a character that can apply offensive pressure with ease, this match becomes much easier. Hogan's defense is fairly lackluster. Outside of typical counters and reversals, he doesn't have much for you to fear. Keep in mind Hogan cannot be knocked down by normal strikes (basic Quick Strikes and Strong Strikes), just like Superstars and Legends of the Big Man class. This gives Hogan a big boost because he's a Brawler class with the defensive advantage of a Big Man. Attacks that would normally knock down will still inflict damage, but you won't be able to follow up with grounded attacks like you normally would. However, grabs, Charge Strikes, and other attacks that are not normal strikes will still knock Hogan to the mat.

Keep Hogan playing defensively and he won't have an opportunity to begin his outstanding offense. If you have difficulty doing this, and find your health meter dwindling, keep your distance and try to make Hogan whiff his attacks so you have an easy counterattack. If you block either of Hogan's chain combos that end with a pin attempt, you cannot escape. If your health is low, the pin will almost certainly finish you off. You must either counter the first attack of the chain, or avoid it completely.

ALL-STAR

JACK SWAGGER

SIGNATURE MOVES

DOUBLE LEG TAKEDOWN



Notation: Quick Strike + Quick Grab

SIDE BELLY TO BELLY SLAM



Notation: Strong Strike + Strong Grab

CORNER SLINGSHOT SPLASH



Notation: Away + Quick Strike + Quick Grab

OKLAHOMA STAMPEDE



Notation: Away + Strong Strike + Strong Grab

BIO

Height: 6'6"**Weight:** 263 lbs.**From:** Perry, Oklahoma**Career Highlights:** World Heavyweight Champion; ECW Champion; Money in the Bank winner

PROS

- > Can pin from weak lockup.
- > Extremely wide variety of grab chain combos.
- > A potentially endless grab chain combo.

CONS

- > Very limited true combo series chains.
- > Ineffective strike-based chain combos.
- > Relies heavily on an opponent's inability to reverse.

TECHNICAL

Class: Grappler**Counter:** Normal

FINISHER

ANKLE LOCK



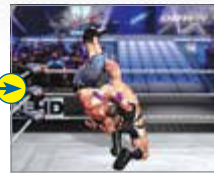
CHAIN COMBOS



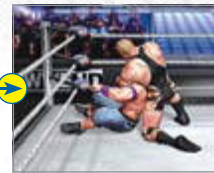
Quick Strike



Quick Strike



Quick Grab (KND)



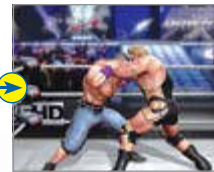
Quick Grab (SUB)



Strong Strike (KB)



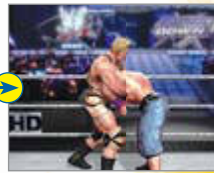
Strong Grab (KND)



Strong Grab (W-LK)



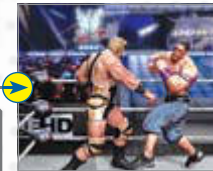
Quick Grab (W-LK)



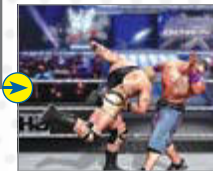
Strong Grab (S-LK)



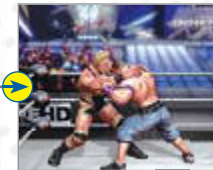
Away + Quick Strike



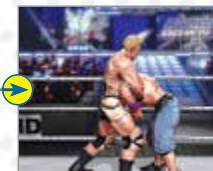
Quick Strike



Strong Strike (KB)



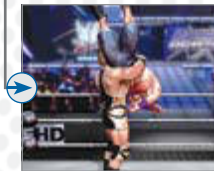
Quick Grab (W-LK)



Strong Grab (S-LK)



Quick Grab (KND)



Strong Grab



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



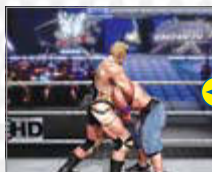
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



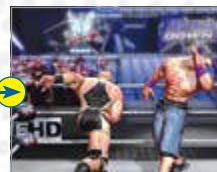
Toward + Quick Strike



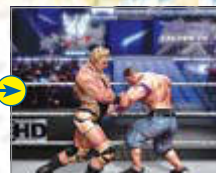
Strong Grab (S-LK)



Quick Strike



Strong Strike (KB)

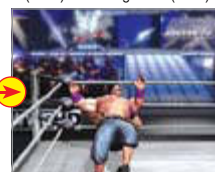


Quick Grab (KND)



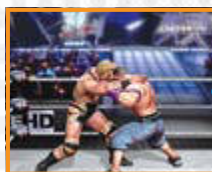
Strong Grab

Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Quick Grab (W-LK)

GRAB CHAIN COMBOS



Weak Lockup



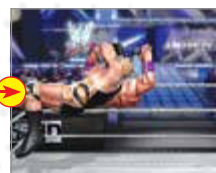
Quick Strike (KND)



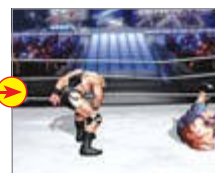
Quick Strike (KND)



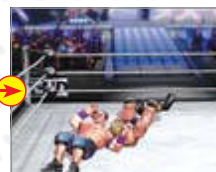
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



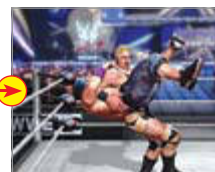
Strong Strike (KND)



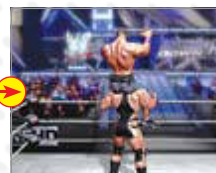
Quick Strike (KB) or Strong Strike (KB) or Quick Grab (KB) or Strong Grab (KB)



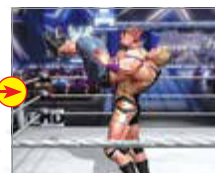
Quick Grab (KND)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Strong Grab



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)

LEGEND





The next attack in the chain **CANNOT** be blocked/reversed.

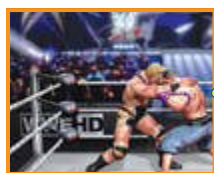
The next attack in the chain **CAN** be blocked/reversed.

The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

LEGEND

-  The next attack in the chain **CANNOT** be blocked/reversed.
-  The next attack in the chain **CAN** be blocked/reversed.
-  The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
-  The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Weak Lockup



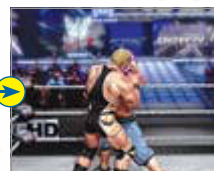
Strong Strike



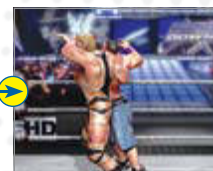
Quick Strike or Strong Strike



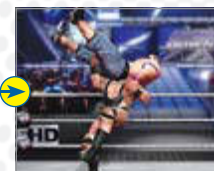
Quick Strike (KND)

Quick Strike (KND) or
Strong Strike (KND)

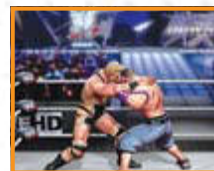
Quick Grab

Quick Strike (KND) or
Strong Strike (KND)

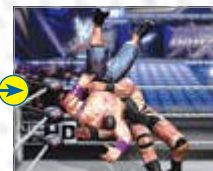
Quick Grab

Quick Strike (KND) or
Strong Strike (KND) or
Quick Grab (KND)

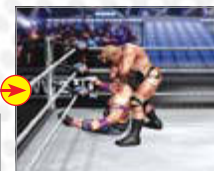
Strong Grab



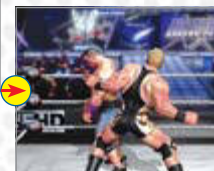
Weak Lockup



Quick Grab (KND)



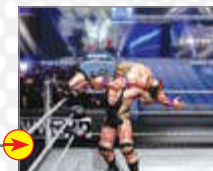
Quick Strike (KND)



Strong Strike



Quick Grab (SUB)



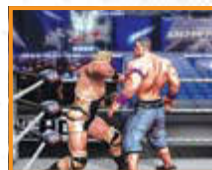
Strong Grab (KND)



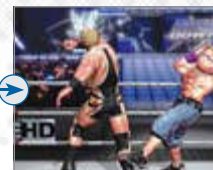
NOTE

Jack Swagger has no weak lockup, strong lockup, or rear waistlock charts because he has a wide variety of grab chain combos stemming off every option from all three situations. Refer to each individual grab chain combo to determine when the opponent is in a knockdown state. The only exception to this is Strong Grab after a rear waistlock, which leads to a submission hold instead of a grab chain combo.

There are no follow-up options that are guaranteed to connect after any side headlock attack.

RECOMMENDED CHAIN COMBOS

Quick Strike



Strong Strike (KB)

Swagger's only reliable chain combo is also his only complete true combo series chain. This is best used when you have a Signature Move available. Initiate the Signature Move as soon as the Strong Strike connects and the opponent will have very little time to counter the attack. In most cases, this is as close to a guaranteed Signature Move as you're going to get and is especially effective during online play.

PLAYING AS JACK SWAGGER

As a Grappler class, Swagger has limited strike chain combos and must rely on his opponent's inability to escape his grab chain combos. If you're facing a skilled opponent who knows the timing to reverse all of Swagger's grab chain combos, you'll have virtually nothing to fall back on. In this situation (which won't happen often), all you can do is use Swagger's recommended chain combo to set up a Signature Move. You can also stick to very short grab chain combos (two or three attacks) to limit the opponent's chances to score a reversal.

In the event that you're up against an opponent of average skill level, who isn't reversing every one of Swagger's grab chain combos, you have an opportunity to create a nearly endless series of combo attacks. Start off by using a chain combo that leads into a weak lockup, such as Quick Strike > Quick Strike (>) Quick Grab (>) Strong Grab. In this example, it's possible to reverse the Quick Grab and the Strong Grab, but you cannot counter the transition from the second Quick Strike to the Quick Grab. As long as you use multiple chains that lead into a weak lockup, you won't have to worry too much about the opponent figuring out the reversal timing.

The Strong Grab in the combo leads into a weak lockup. From here, use one of the weak lockup combos that contains an attack that stuns the opponent. A good example of this is Weak Lockup (>>) Strong Grab (>>) Quick Strike (>>) Quick Strike or Strong Strike or Quick Grab or Strong Grab (>>) Strong Strike. The attack following the first Quick Strike leads to a stun. Do not continue to the last attack, just stop the grab chain combo after connecting the stun. At this point, you can use a Quick Grab or Strong Grab before the opponent has an opportunity to counter. Use a Quick Grab if you're out in the open and a Strong Grab if you're close to a barrier. You can use either grab in either situation, but the timing needed to connect with the grab before the opponent can counter is easier with the recommended strategy.

If you opt to go with the Quick Grab, you can start the process over again with another weak lockup combo that leads into a stun. If you go with Strong Grab, use the strong lockup combos that end with a rear waistlock, or one of the strong lockup combos that leads to a hands-and-knees knockdown or knockdown-sitting state. This gives you three combos to choose from to keep your opponent from figuring out the reversal timing.

From a rear waistlock you can leave the opponent in a knockdown state. If the opponent is stunned on the ground, use Strong Strike near the opponent's head to pick him up and enter another weak lockup so you can repeat the process again. If you use one of the combos that leads to either knockdown state, you can follow with a Strong Grab, which picks up the opponent and places him in a strong lockup so you can continue this nearly endless series of combo attacks.

As you can see, with the right combination of grab chain combos, and a little luck, you can keep the opponent in an endless grab chain combo. The opponent has multiple opportunities to reverse throughout this endless series, but if you keep varying your grab chain combos, it will be difficult for the opponent to escape. It takes only a few cycles to drastically drop the opponent's health meter.

PLAYING AGAINST JACK SWAGGER

Defeating Jack Swagger is a task in memorization. It is extremely important to know the reversal timing for any of Swagger's grab chain combos that lead into a stun, rear waistlock, hands-and-knees knockdown, or knockdown-sitting state. These are the combos that allow Swagger to keep you in an endless cycle of grab chain combos. If you can reverse these, Swagger will have to use his other grab chain combos, or stick to strike chain combos. This is what you want to happen.

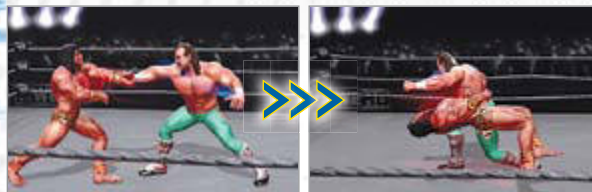
Swagger's other grab chain combos are still fairly damaging, but they will come to an end after a few attacks. Even if you can't reverse them, there's a limit to the amount of damage they inflict. If you can memorize the reversal timing of these and limit Swagger to strike chain combos, the match is yours. When Swagger has only strike chain combos to rely on, his offensive ability is extremely limited.

If relying on reversals is simply not an option for you, it is imperative that you stay out of Swagger's Quick Grab range. Even if you're not good at counters and reversals, you should still be able to see the Strong Grab coming because it's relatively slow. The Quick Grab is fast and can be difficult to see. If you get caught in Swagger's endless grab chain combo, the only way out is to reverse, or hope Swagger makes a mistake.

JAKE "THE SNAKE" ROBERTS

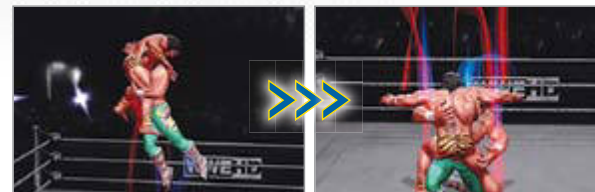
SIGNATURE MOVES

SHORT ARM CLOTHESLINE



Notation: Quick Strike + Quick Grab

INVERTED ATOMIC DROP



Notation: Strong Strike + Strong Grab

GUT WRENCH GUT BUSTER



Notation: Away + Quick Strike + Quick Grab

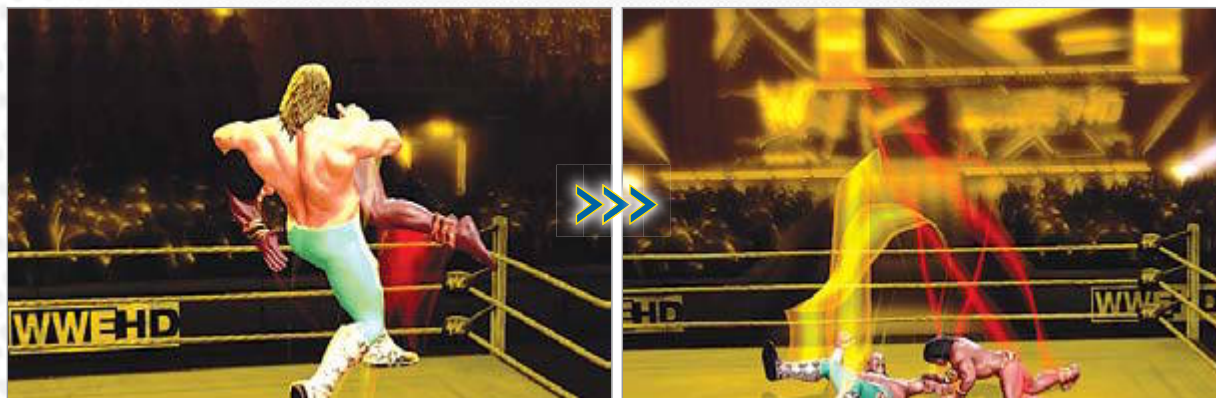
KNEE LIFT



Notation: Away + Strong Strike + Strong Grab

FINISHER

DDT



BIO

Height: 6'6"

Weight: 249 lbs.

From: Stone Mountain, Georgia

TECHNICAL

Class: Grappler

Counter: Superior

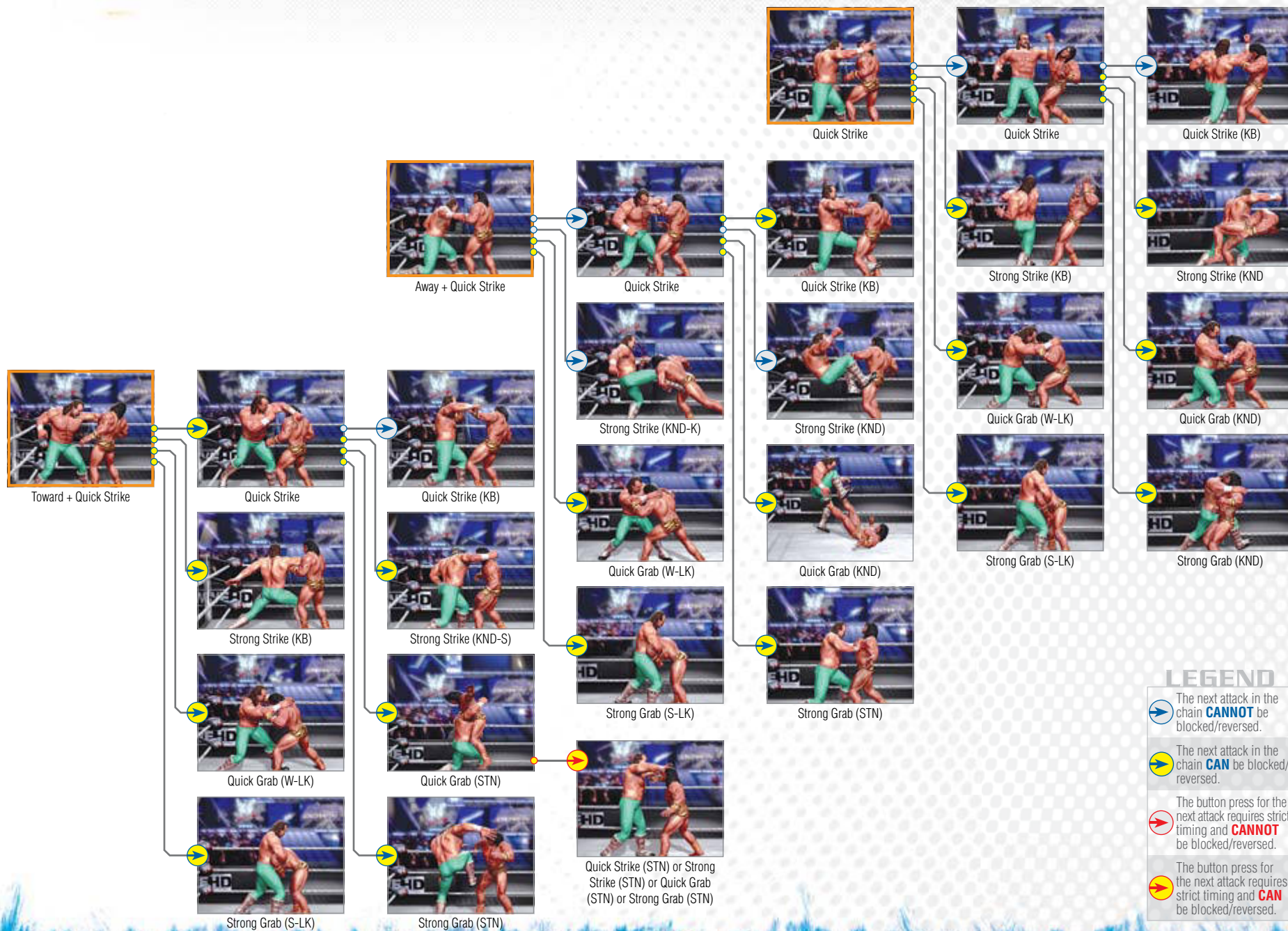
PROS

- > Superior counter.
- > Very useful true combo series chains.
- > Best strike chain combos of any Grappler.
- > Multiple chains that lead into stuns.

CONS

- > Limited grab chain combos.
- > Doesn't have a big damage attack or chain.

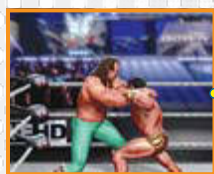
CHAIN COMBOS



LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

GRAB CHAIN COMBOS



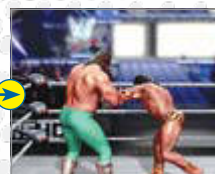
Weak Lockup



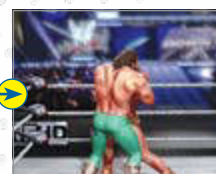
Strong Strike



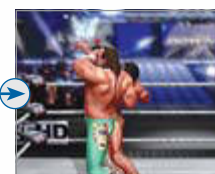
Quick Strike or Strong Strike



Quick Grab or Strong Grab

Quick Strike (KND) or
Strong Strike (KND)

Quick Grab or Strong Grab

Quick Strike (KND) or
Strong Strike (KND)

Quick Grab

Quick Strike (KND) or
Strong Strike (KND) or
Quick Grab (KND)

Strong Grab

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Stun
Strong Strike	Chain
Quick Grab	Quick Grab
Strong Grab	SUB

NOTE

Refer to each individual grab chain combo to determine when the opponent is in a knockdown state during the weak lockup grab chain combo.

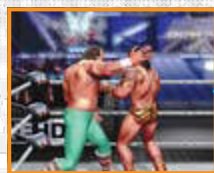
STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	JUG
Strong Strike	Stun
Quick Grab	None
Strong Grab	None

NOTE

There are no follow-up options that are guaranteed to connect after any rear waistlock or side headlock attack.

RECOMMENDED CHAIN COMBOS



Quick Strike



Quick Strike



Quick Strike (KB)

As one of Jake Roberts's true combo series chains, this combo doesn't inflict much damage, but it works well after one of his many stuns or against opponents who are skilled at counters and reversals. However, in any other situation, use one of the other recommended combos.



Away + Quick Strike



Quick Strike



Quick Grab (KND)

An opponent can reverse or counter the Quick Grab in this chain combo, but there's virtually no risk in using it. If the Quick Grab is countered, Roberts takes no damage. If the Quick Grab is reversed, Roberts takes minimal damage. However,

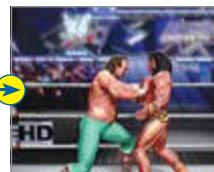
if the Quick Grab connects, Roberts always gets a guaranteed ground attack. Use Strong Grab for maximum damage to take roughly half a bar away from the opponent's health meter if the entire combo connects. If the opponent is damaged enough, the grounded Strong Grab will leave him vulnerable to another grounded attack for even more damage.



Away + Quick Strike



Quick Strike



Strong Grab (STN)

Much like the previous recommended combo, the Strong Grab in this one can be countered or reversed, but if it's countered (which requires very precise timing), Roberts takes no damage, and if it's reversed, Roberts takes only minimal damage. You also

have a chance to perform a double reversal so you take no damage at all. The payoff if the Strong Grab connects is a stun that allows you to follow up with just about any attack. Use this opportunity to start another combo that ends with a stun, or a true combo series for guaranteed damage. Against a novice opponent, you can repeat this same combo again and again until his health meter is flashing red or he counters or reverses to escape (or if you're close to the ropes the opponent may get thrown over them).

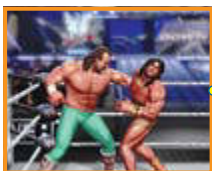


Away + Quick Strike



Strong Strike (KND-K)

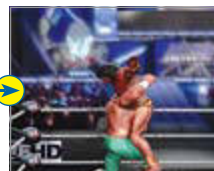
This true combo series leaves the opponent in a knockdown-kneeling state. From here, use a Strong Strike to juggle the opponent, then follow with Toward + Quick Strike > Quick Strike > Quick Grab while the opponent is in the air. The damage isn't huge, but as long as the Away + Quick Strike connects, the rest of the combo is guaranteed to connect. This works especially well after a stun when the lack of damage isn't as prominent due to the additional damage of the stun combo.



Toward + Quick Strike



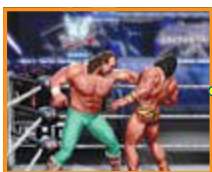
Quick Strike



Quick Grab (STN)

Quick Strike (STN) or Strong Strike (STN) or Quick Grab (STN) or Strong Grab (STN)

Another one of Roberts's many stun combos, in this one an opponent can block at multiple points throughout this chain combo, but the second Quick Strike cannot be countered as long as the first hit is blocked or connects. So as long as the first hit is not countered (which is always a concern in this game), you have the opportunity to connect with two stuns. If the Quick Grab connects, the resulting stun allows Roberts to follow with a combo of his choice. To vary your attacks and make it harder for the opponent to perform a reversal, you can continue on to the last attack to execute a different stun that also allows for any follow-up attack.



Toward + Quick Strike



Quick Strike



Strong Grab (STN)

This combo is virtually identical to the previous Toward + Quick Strike combo. It has the same advantages and risks, but leads to a different stun if the Strong Grab connects. Just like the previous combo, the stun can be followed

by any number of attacks and even lead into another stun combo.

PLAYING AS JAKE "THE SNAKE" ROBERTS

Jake "The Snake" Roberts is a Grappler class character, but you wouldn't think so from his wide variety of strike-based chain combos and his few grab chain combos. In fact, aside from a few grabs here and there, and the normal pros and cons that come with the Grappler class, he plays much more like a Brawler class character.

To be successful with Roberts you must take risks to reap big rewards. He has a few true combo series chains that are very useful, but his bread and butter comes from his chains that are not true combo series, but lead into stuns. Unfortunately, most of these stun combos can be countered or reversed at some point throughout the chain, so you'll need to alternate between these combos as much as possible and hope for a little bit of luck if you're up against an opponent skilled in counters or reversals.

Jake "The Snake" has a hard time racking up damage on an opponent with only one chain combo. He doesn't have any single attack or chain combo that he can rely on to inflict big damage. What he does have is a number of combos that lead into stuns and provide an opportunity to start a new combo before the opponent can block or counter.

Start off with one of Roberts's recommended chain combos that leaves the opponent stunned. Follow the stun with a different combo that ends in a stun and continue this process until the opponent counters or uses a reversal. If you continue to vary your combos, the damage you inflict will continue to add up. Unless you're up against an extremely skilled opponent, you should be able to pull off multiple stun-based chain combos before the opponent escapes. Even Roberts's superior counter leads into a stun and allows you to follow with a combo before the opponent can counter or block. So if you have trouble getting into a chain combo, wait for the opponent to attack, counter the strike and use that stun to begin your offense.

Once the opponent is down to a red or flashing health meter, follow a stun with a Quick Grab to get a weak lockup. As a Grappler class, Roberts can initiate a pin from a weak lockup by pressing the Pin button. Using a Quick Grab after a stun guarantees the weak lockup will connect, which also guarantees the pin attempt. If the opponent's health is low enough, he'll have a very difficult time escaping the pin.

If the opponent starts to escape multiple combos, mix in a few true combo series chains, or one of Roberts's grab chain combos to throw off the opponent. You don't want to rely on these alternate options throughout an entire match, but they work well to prevent an opponent from learning the reversal timing of Roberts's stun combos. You can also attempt Roberts's Charge Grab after a stun. It's not a guaranteed attack, but the opponent won't have much time to escape and it's another attack you can use to keep him on his toes.

PLAYING AGAINST JAKE "THE SNAKE" ROBERTS

The only way to take down a skilled Jake Roberts player is to learn the reversal and counter timing of his combos that lead to stuns. These are the only combos you need to worry about, but if you can't escape them, you may never get a chance to attack. Once Roberts has stunned you, if he's smart, he can use stun combos again and again until you have no health remaining, then pin you without ever letting you out of the endless stun combo. You absolutely must be able to escape Roberts's stun combos or you won't stand a chance.

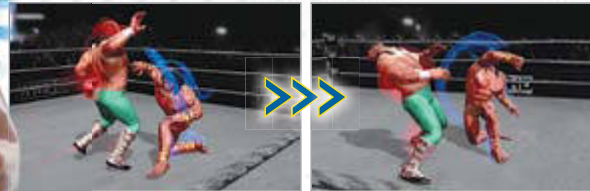
Once you have learned the reversal timing for Roberts's stun combos, he'll have a difficult time inflicting damage on you. If you get hit by a few of his true combo series chains, don't worry about it. None of Roberts's chains inflict much damage unless they're linked together with stuns.

Be ready to reverse Roberts's superior counter. If it connects and you don't reverse it, the counter leaves you stunned and gives Roberts a chance to begin his offense. If you can prevent this from happening and reverse or counter to escape his many stun combos, you won't have much trouble winning this match.

JIMMY "SUPERFLY" SNUKA

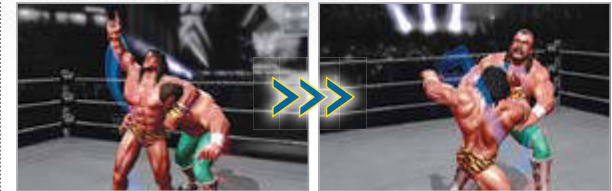
SIGNATURE MOVES

HANG LOOSE COMBO



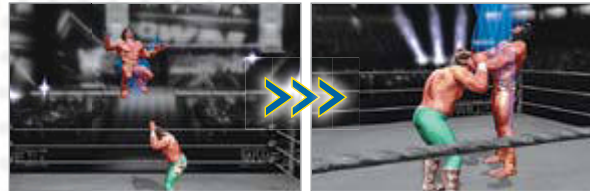
Notation: Quick Strike + Quick Grab

HEADLOCK PUNCH



Notation: Strong Strike + Strong Grab

JUMPING HEAD BUTT



Notation: Away + Quick Strike + Quick Grab

DIVING CROSS BODY



Notation: Strong Strike + Strong Grab (from the top of the turnbuckle)

FINISHER

SUPERFLY SPLASH



BIO

Height: 5'10"

Weight: 245 lbs.

From: Fiji Islands

Career Highlights: United States Champion; NWA Tag Team Champion.

TECHNICAL

Class: Acrobat

Counter: Superior

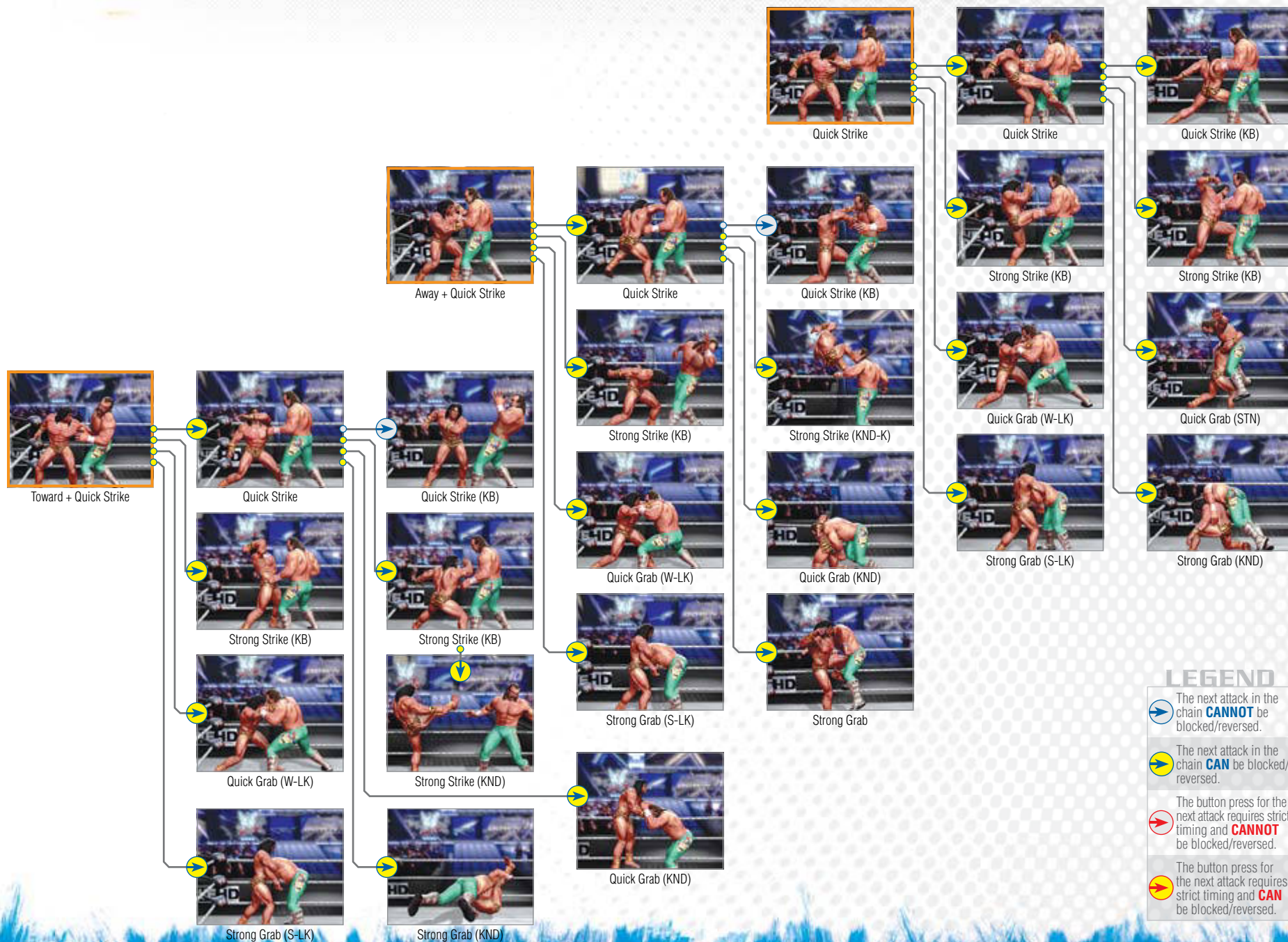
PROS

- > Superior counter.
- > Superfly Finisher can hit opponents standing or grounded.
- > Good rope spring attacks.
- > Faster than all non-Acrobat characters.

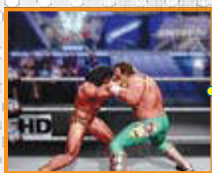
CONS

- > No true combo series chains.
- > Weak and ineffective chain combos.
- > Must rely on speed and rope spring attacks to win.

CHAIN COMBOS



GRAB CHAIN COMBOS



Weak Lockup

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Stun
Strong Strike	None
Quick Grab	Chain, Quick Grab, Strong Grab
Strong Grab	Quick Grab, Strong Grab



Quick Grab (KB)

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Quick Grab, Strong Grab
Strong Strike	None
Quick Grab	Barrier, Quick Grab, Strong Grab
Strong Grab	None

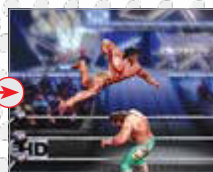
REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Any
Strong Grab	None

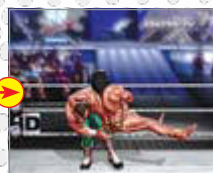
NOTE There are no follow-up options that are guaranteed to connect after any side headlock attack.



Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

RECOMMENDED CHAIN COMBOS



Quick Strike



Quick Strike



Quick Grab (STN)

Snuka doesn't have any complete true combo series chains, but on the bright side, very few of his combos can be countered after the first hit (aside from combos ending in grabs). This is the only combo Snuka has that leaves the opponent in a stunned state. The Quick Grab at the end of the combo can be reversed or countered, but if it connects, Snuka has time to start another combo before the opponent can block or counter, or execute a rope spring attack.

PLAYING AS JIMMY "SUPERFLY" SNUKA

Jimmy "Superfly" Snuka is severely lacking compared to the rest of the Superstars and Legends in the game. He does not have a single chain combo he can rely on because all of them can be blocked after the first attack. The only things Snuka has going for him are his increased movement speed (because he's an Acrobat class character) and good rope spring attacks. Unfortunately, you need Energy Meter to use rope spring attacks, which means you must damage the opponent before Snuka can get into his offensive groove.

You best bet to build up your Energy Meter is to rely on Snuka's superior counter. As long as the opponent doesn't reverse your counter attempt, Snuka stuns the opponent, which allows you to initiate a Quick or Strong Grab. You can connect with almost any attack after a superior counter, but due to Snuka's weak chain combos, it's best to go for a lockup instead. Snuka's weak lockup leads to a stun, which allows you to go for another grab attempt, while his strong lockup leads to guaranteed ground attacks. You can also attempt to enter a rear waistlock after a weak lockup, but that gives the opponent more chances to use a reversal, which you don't want to do.

Once you have a little bit of Energy Meter to play with (you don't need much), the fun begins. Use a rope strong attack (Quick Strike or Strong Strike) against the closest set of ropes. The Quick Strike and Strong Strike rope spring attacks are extremely difficult to block or counter. If you connect with the Quick Strike, you can follow with guaranteed ground attacks. If you connect with the Strong Strike, it bounces the opponent off the ropes and into a juggle state.

The juggle after the Strong Strike is a little tricky because it greatly depends on the location of the opponent in the ring. If the opponent is right next to the ropes, you won't have time to execute a juggle. If the opponent is close to the ropes, you'll be able to pull off only a Quick Grab while the opponent is in the air. However, if the opponent is a moderate distance away from the ropes, you can use a full Quick Strike > Quick Strike > Quick Grab combo, or something similar.

It is also possible to knock the opponent out of the ring instead of bounce him off the ropes. If this happens, follow the opponent with a running attack to leap out of the ring. If you can connect with grounded attacks afterward, do so, then get back into the ring. If you're outside of the ring, Snuka can't use rope spring attacks and his offense becomes very limited.

Once you've connected with a rope spring attack and executed the proper follow-up attack, immediately repeat it. Even if you started with a small amount of Energy Meter, a single successful rope spring attack is enough to fill the Energy Meter to use a Signature Move. Continue to repeat the rope spring attack cycle until the opponent leaves the ring or evades the attack. If the opponent leaves the ring, use taunts to build Snuka's Finisher Meter until the opponent gets back in the ring. Do not take the match out of the ring or Snuka will be at a severe disadvantage.

PLAYING AGAINST JIMMY "SUPERFLY" SNUKA

Snuka doesn't have much going for him. If you get hit with any of his chain combos, you can block the second hit. His limited grab chain combos are easy to reverse, even for a novice player, and if he has no Energy Meter he can't start his rope spring attack cycle. All you really need to do is be ready for Snuka's superior counter. It's the only good way he has to build his Energy Meter, but if you reverse the counter, not only will you maintain the upper hand, you'll prevent Snuka from starting his rope spring cycle.

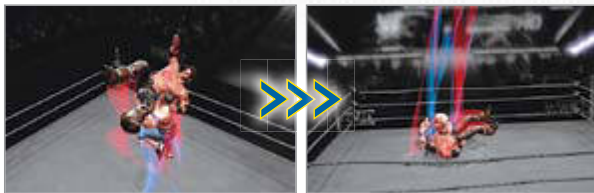
If Snuka does manage to begin the rope spring cycle, you can counter the attacks, but the timing is very strict. It's better to stay as far away from him as possible. None of Snuka's attacks from a rope spring reach all the way across the ring. You can also use running attacks of your own to stop Snuka before he can get to the ropes and perform a rope spring attack. As a last resort, you can leave the ring and wait for Snuka there. Snuka loses the ability to use rope spring attacks once he leaves the ring, which puts you at a huge advantage. However, you may find yourself in a waiting game while you wait outside the ring and Snuka waits inside the ring. There's no time limit or count outs in the game, so this can theoretically go on forever. Try to bait Snuka out with taunts to build your Finisher Meter.

ALL-STARS

JOHN CENA

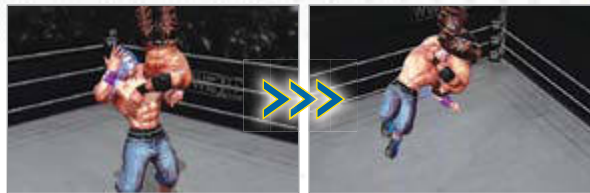
SIGNATURE MOVES

SIDE SLAM SUPLEX



Notation: Quick Strike + Quick Grab

DELAYED SUPLEX



Notation: Strong Strike + Strong Grab

5 KNUCKLE SHUFFLE



Notation: Quick Strike + Quick Grab (near the head of a grounded opponent)

AIR LEG DROP



Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab (from the top of the turnbuckle)

FINISHER

ATTITUDE ADJUSTMENT



BIO

Height: 6'1"

Weight: 240 lbs.

From: West Newbury, Massachusetts

Career Highlights: WWE Champion; World Heavyweight Champion; United States Champion; World Tag Team Champion; WWE Tag Team Champion; 2008 Royal Rumble winner.

TECHNICAL

Class: Brawler

Counter: Normal

PROS

- > The Air Leg Drop Signature Move hits standing or grounded opponents.
- > Pin attempt from a weak lockup.
- > Charge Strike juggles opponent.

CONS

- > Very few true combo series chains.
- > Chain combos are not very effective.
- > Only one grab chain combo to supplement strike chains.


CHAIN COMBOS

LEGEND

 The next attack in the chain **CANNOT** be blocked/reversed.

 The next attack in the chain **CAN** be blocked/reversed.

 The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

 The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Quick Strike



Quick Strike



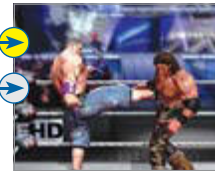
Quick Strike



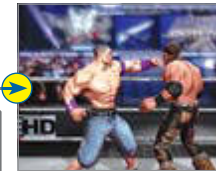
Quick Strike (KB)



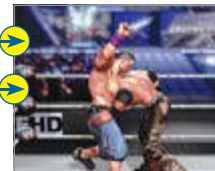
Strong Strike (KB)



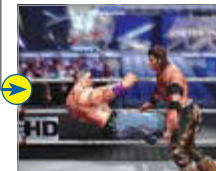
Strong Strike



Quick Strike (KND-S)



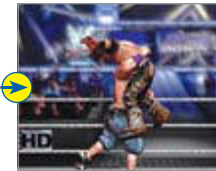
Quick Grab (KND)



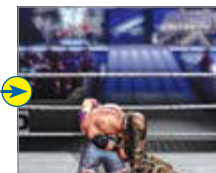
Strong Strike (KND)



Strong Grab



Quick Grab (STN)

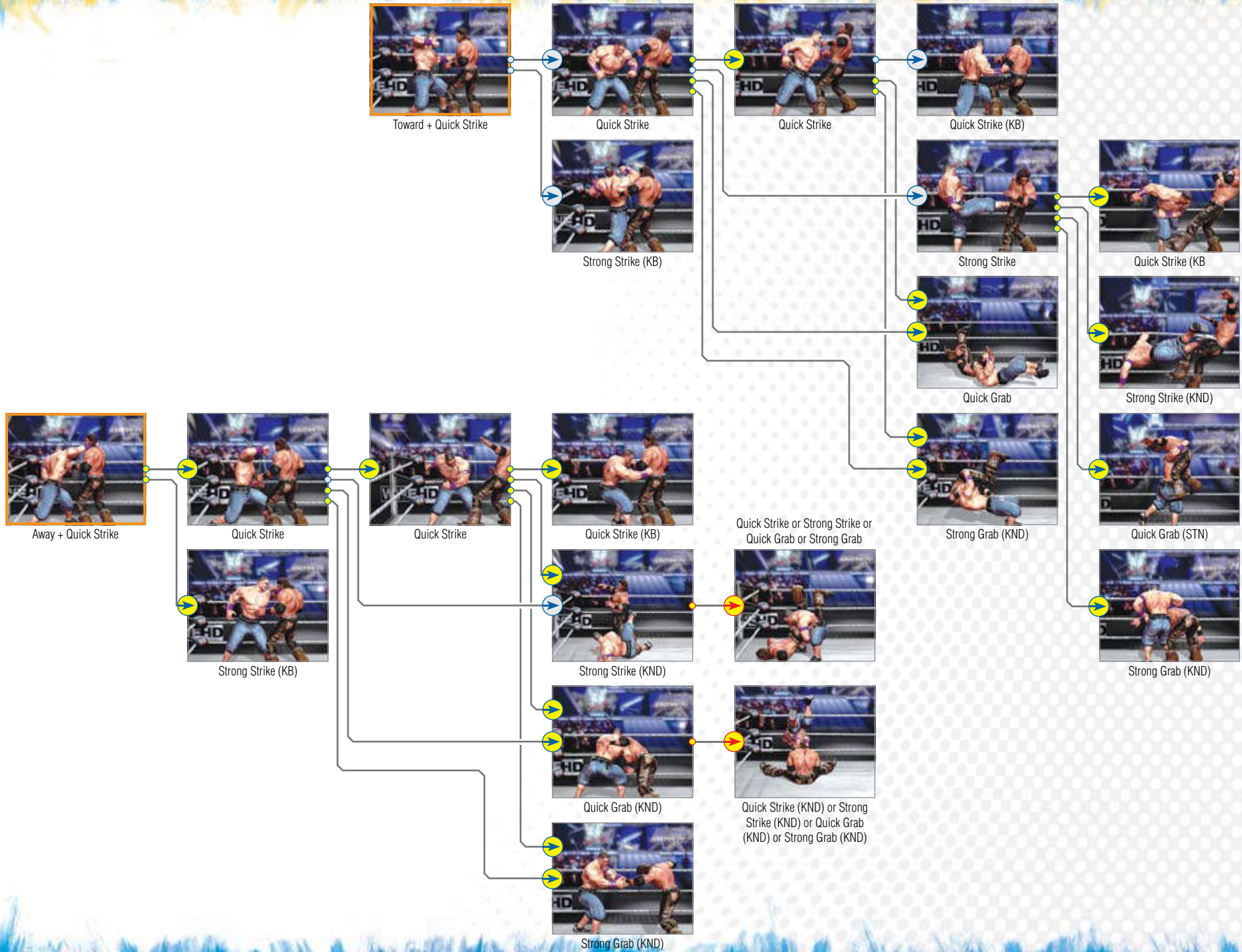


Strong Grab (KND)



Quick Strike (JUG) or Strong Strike (JUG) or Quick Grab (JUG) or Strong Grab (JUG)

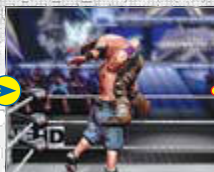




GRAB CHAIN COMBOS



Weak Lockup



Quick Strike (STN)



Quick Strike (KND) or Strong Strike (KND)



Quick Strike (KND) or Strong Strike or Quick Grab (KND) or Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Chain
Strong Strike	None
Quick Grab	None
Strong Grab	PIN

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	JUG
Strong Strike	KND-S, Any
Quick Grab	None
Strong Grab	None

NOTE There are no follow-up options that are guaranteed to connect after any rear waistlock or side headlock attacks.

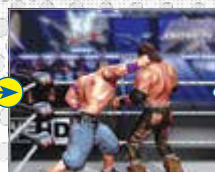
RECOMMENDED CHAIN COMBOS



Quick Strike



Quick Strike



Quick Strike



Strong Strike

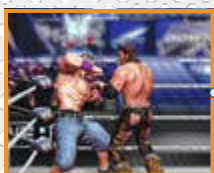


Quick Grab (STN)



Quick Strike (JUG) or Strong Strike (JUG) or Quick Grab (JUG) or Strong Grab (JUG)

While there are multiple points where this combo can be reversed, if the first hit connects or is blocked, an opponent cannot counter until the Quick Grab. However, the reward of connecting the combo far outweighs the risk of getting countered or reversed. If the Quick Grab connects, the opponent is stunned, which allows Cena to follow with almost any attack before the opponent can block or counter. If you continue on to the final attack in the chain, the opponent enters a juggle state, which gives Cena more guaranteed attacks.



Toward + Quick Strike



Strong Strike (KB)

Cena has only one complete true combos series chain. Luckily it leaves the opponent in a knockback state, which allows Cena to follow with a multitude of attacks to retain offensive pressure. If used near the ropes or turnbuckle, you can get an additional stun and follow with guaranteed attacks. Once you've racked up enough damage on an opponent, the Strong Strike inflicts a knockdown-sitting state instead of a knockback state. This guarantees any follow-up while the opponent is in this state. After the follow-up attack, Cena gets another attack while the opponent is on the ground. Use Strong Grab here for maximum damage.



The last hit of Toward + Quick Strike > Strong Strike can sometimes miss the opponent. Press Strong Strike just as the Toward + Quick Strike connects for best results.

PLAYING AS JOHN CENA

John Cena may be a beast in real life, but in *WWE All Stars* he is extremely limited. Unless your opponent is a complete novice, almost all of Cena's chain combos will be blocked, countered, or reversed after the first or second hit. Cena's only grab chain combo inflicts good damage, but the opponent has four chances to counter or reverse it. Even if you stop the combo early to get the stun the second attack inflicts, the stun doesn't last long enough for Cena to get any guaranteed follow-up attacks.

Cena has an uphill battle against virtually every other Superstar and Legend in the game. There's no solid strategy or single attack he can rely on. Everything he has can be dealt with accordingly by a skilled opponent. Your only course of action is to use Cena's Toward + Quick Strike > Strong Strike and mix in a few grabs for additional damage and to keep the opponent guessing. And just hope he doesn't reverse or counter everything Cena attempts.

When you have enough Energy Meter for one, Cena has a wide variety of Signature Moves that can hit an opponent from a number of different positions. Use them every opportunity you get so you can dwindle the opponent's health down to at least an orange bar. At this point, all you need to do is connect with a Quick Grab to enter a weak lockup, then use Strong Grab from the weak lockup to initiate a pin attempt. Don't drag out the match, because Cena is almost always at a disadvantage. Go for the pin as early as possible.

PLAYING AGAINST JOHN CENA

Playing against a human-controlled John Cena is arguably one of the easiest matches in the game. If Cena starts a chain combo, just hold the Block button. Almost every chain combo Cena has can be blocked, countered, or reversed after the first two hits. Go for counters more often than not so that you can stop the chain and go on the offensive. Even if you are not good at reversals and counters, simply holding the Block button greatly reduces the damage you'll suffer from a vast majority of Cena's combos.

Your only concern should be Cena's grab chain combos. If Cena connects with the whole combo it takes half a bar off your health meter and he gets additional ground attacks. Just pay attention to this grab chain combo and learn the four places you can reverse or counter to ensure you don't get hit by it.

If your health drops into the orange, be very careful not to get caught by Cena's Quick Grab. This leads into a weak lockup and gives Cena an opportunity to execute a pin attempt. Once you're in the weak lockup, there's no way to escape unless you can get out of the pin before the 3-count occurs.

ALL-STAR

JOHN MORRISON

SIGNATURE MOVES

MOONLIGHT DRIVE

**Notation:** Quick Strike + Quick Grab

TORNADO DDT

**Notation:** Strong Strike + Strong Grab

CAPOEIRA KICK

**Notation:** Away + Strong Strike + Strong Grab

ROPE SPRING ROUNDHOUSE KICK

**Notation:** Running + Quick Strike + Quick Grab (you must be near the ropes)

FINISHER

STARSHIP PAIN



BIO

Height: 6'1"**Weight:** 224 lbs.**From:** Los Angeles, California**Career Highlights:** ECW Champion; Intercontinental Champion; WWE Tag Team Champion.

TECHNICAL

Class: Acrobat**Counter:** Normal

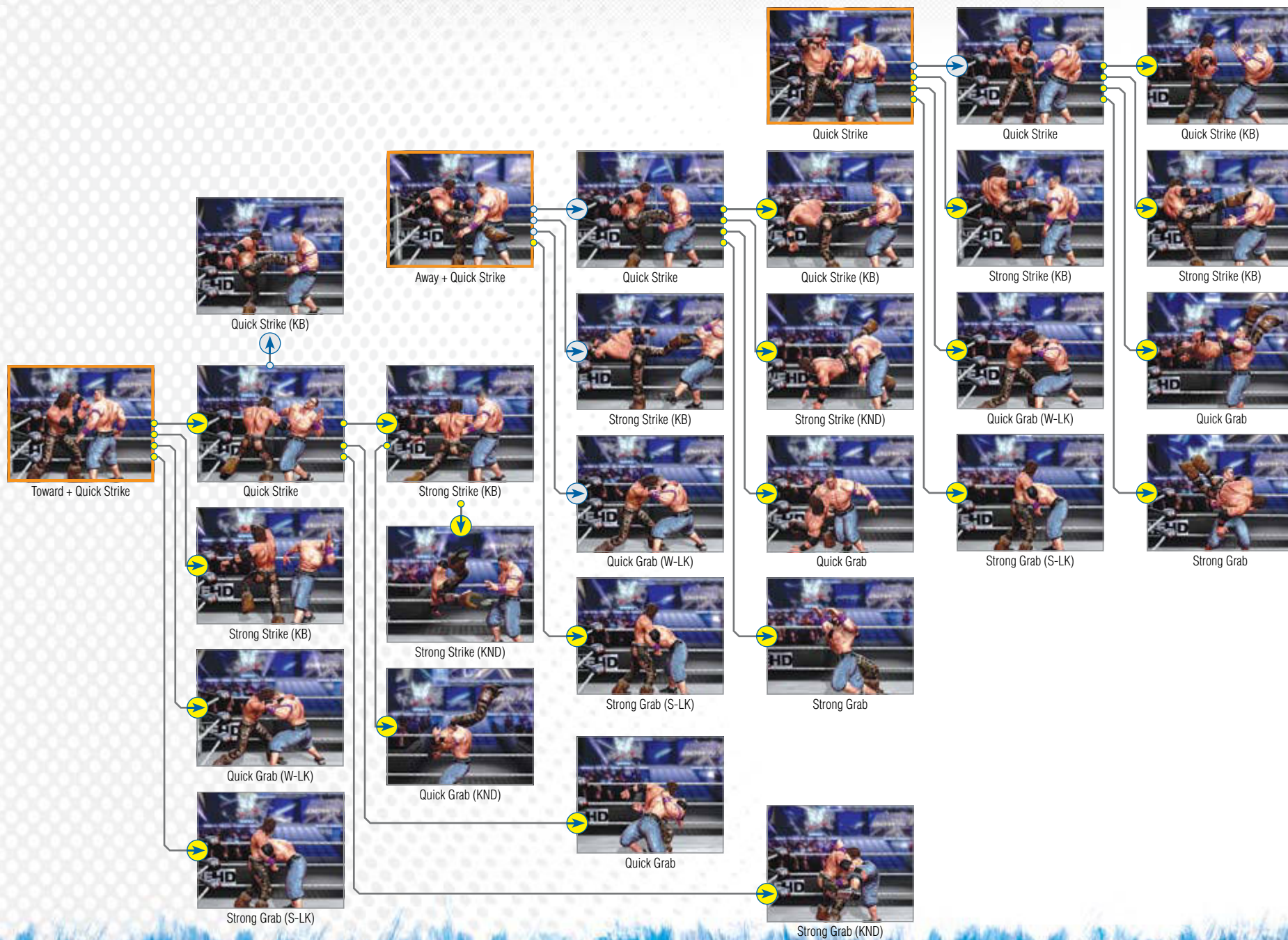
PROS

- Starship Pain Finisher hits standing or grounded opponents.
- Rope Spring Roundhouse Kick Signature Move is a strike attack.
- Stores his Finisher quickly.
- Good rope spring attacks.
- Long range Away + Quick Strike.

CONS

- Low damage output.
- Limited strike and grab chain combos.

CHAIN COMBOS



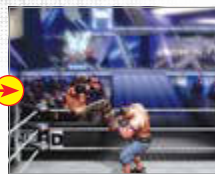
GRAB CHAIN COMBOS



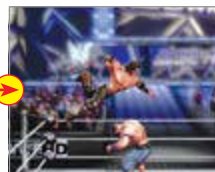
Weak Lockup



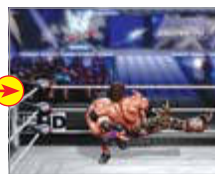
Quick Grab (KB)



Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Quick Grab
Strong Strike	None
Quick Grab	Chain, Quick Grab
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Any
Strong Strike	KND-S, None
Quick Grab	None
Strong Grab	None

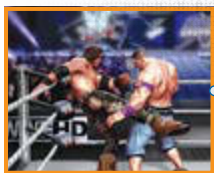
REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Quick Grab, Strong Grab
Strong Grab	Quick Grab, Strong Grab

NOTE Refer to each individual grab chain combo to determine when the opponent is in a knockdown state during the weak lockup grab chain combo. You can follow the grab chain combo with a grounded Quick Grab after the Strong Strike and Quick Grab attacks.

NOTE There are no follow-up options that are guaranteed to connect after any side headlock attacks.

RECOMMENDED CHAIN COMBOS



Away + Quick Strike



Strong Strike (KB)

As one of Morrison's only true combo series chains, Away + Quick Strike > Strong Strike serves multiple purposes. Away + Quick Strike is arguably Morrison's best attack. As a chain, the two attacks leave

an opponent in a knockback state, which allows Morrison to maintain offensive pressure, or head for the ropes to start a rope spring attack cycle.

PLAYING AS JOHN MORRISON

Morrison has only a few tools he can rely on outside of the standard Acrobat class rope spring cycle. His chain combos aren't significant, but they do serve as an alternate method of offense if you wish to attack with something other than the rope spring cycle. However, Morrison's Away + Quick Strike can be very useful.

As an Acrobat, Morrison has faster movement speed than most of the other Superstars and Legends. This enables him to space the opponent out, staying just outside of the opponent's general attack range. From this range, Morrison can attack with Away + Quick Strike to slowly chip away at the opponent's health. If the attack makes contact with the opponent (hit or blocked), you can follow with Morrison's recommended chain combo. If it hits, the chain combo places the opponent in a knockback state, giving Morrison time to continue offensive pressure or start the rope spring cycle.

The rope spring cycle utilizes Morrison's agility as an Acrobat class to put the opponent in a near endless loop of attacks. The Quick Strike and Strong Strike rope spring attacks (run toward the ropes and press the Quick Strike or Strong Strike buttons) cannot be blocked and are very difficult to counter. The Quick Strike attack knocks an opponent down, which allows Morrison to head back to the ropes for another rope spring attack.

The Strong Strike attack launches the opponent into the ropes, resulting in a juggle state. Depending on the opponent's distance from the ropes at the time of the attack, Morrison can juggle with either a Quick Grab or a complete Quick Strike > Quick Strike > Quick Grab combo. If Morrison and the opponent are too close to the ropes, you may not be able to follow with a juggle. If this happens, or after a juggle occurs, head right back to the ropes to repeat the rope spring cycle. You want to get into a rhythm in which you're using a rope spring attack just as the opponent is standing up from the previous attack.

If the opponent is standing moderately close a turnbuckle (between the center of the ring and the turnbuckle), use a delayed Running Strong Grab (run up to the opponent and press Strong Grab just as Morrison is about to make contact) to run up the opponent's chest and back flip onto the top of the turnbuckle. This is one of the easiest and fastest ways to get to the top of the turnbuckle, especially if the opponent is not expecting it. Once he's at the top of the turnbuckle, Morrison's Strong Strike cannot be blocked or countered and it sends the opponent flying to the opposite turnbuckle in a slumped state. This allows Morrison to follow with any attack while the opponent is stunned. You can even use this opportunity to return to the rope spring cycle.

Rounding out Morrison's game plan is his Rope Spring Roundhouse Kick Signature Move and Starship Pain Finisher. The Signature Move executes very quickly and is a strike instead of a grab like most other Signature Moves. If you're in the midst of a rope spring cycle, it's very difficult for an opponent to react to the Signature Move. With a proper rhythm, it's virtually guaranteed to connect.

The Starship Pain Finisher stores faster than any other Finisher in the game. When you store this Finisher, Morrison jumps back to the opposite turnbuckle and is vulnerable only for a very short period of time. If you're far enough away from the opposite turnbuckle, there's nothing an opponent can do to reach Morrison during the short time he's vulnerable. This works especially well if you're close to an opponent while facing a turnbuckle because you have a lot of room between Morrison and the opposite turnbuckle.

PLAYING AGAINST JOHN MORRISON

The key to defeating John Morrison is to control the space between you and Morrison, and prevent him from getting to the ropes. If you can do this, you've won the match. Morrison's Away + Quick Kick has more range than most attacks of the same speed. A good Morrison player will try to stay just outside of your attack range and poke away with Away + Quick Strike.

You need to control the space better than the Morrison player and stay just outside of his Away + Quick Strike attack range. As soon as the attack misses, follow with a quick attack of your own. If Morrison continues with a chain combo, depending on which combo he uses, you'll either take an insignificant amount of damage, or you'll interrupt his next attack. Don't always use the same attack in this situation. You do not want Morrison catching on to your tactics. In addition, try to counter the attack as well.

Once you have nullified Morrison's Away + Quick Strike, he'll be left with his rope spring cycle. Use running attacks to stop Morrison before he reaches the ropes. If you can't pull this off, stay as close to the turnbuckle as you can. It's difficult for Morrison to get into a proper rhythm if you're in the corner because his rope spring attacks will miss if his attack angle and distance aren't just right. Alternatively, you can get out of the ring. This removes the threat of the rope spring cycle completely.

If Morrison has a Signature Move stocked, either stay out of the ring, on the complete opposite side of the ring, or simply don't let him get to the ropes. If he executes the Rope Spring Roundhouse Kick Signature Move, it's very difficult to evade and reaches nearly the full length of the ring.

ALL-STAR

KANE

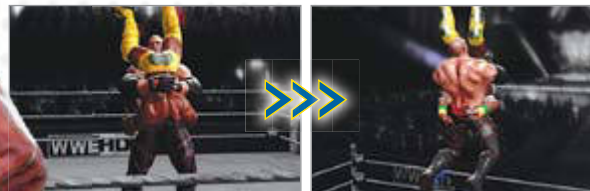
SIGNATURE MOVES

FALLING POWERBOMB



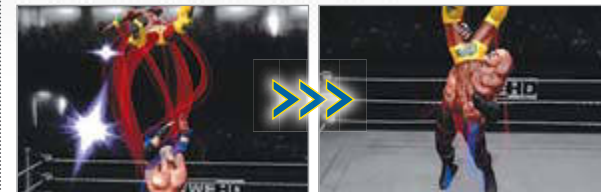
Notation: Quick Strike + Quick Grab

TOMBSTONE PILEDRIVER



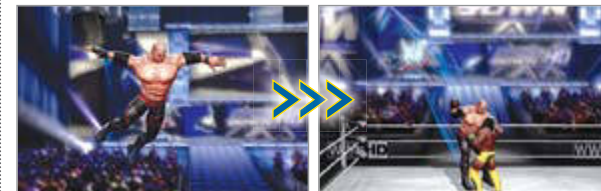
Notation: Strong Strike + Strong Grab

GORILLA PRESS POWERSLAM



Notation: Away + Strong Strike + Strong Grab

DIVING CLOTHESLINE



Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab (from the top of the turnbuckle)

FINISHER

CHOKESLAM



BIO

Height: 7'0"

Weight: 323 lbs.

From: Parts Unknown

Career Highlights: WWE Champion; World Heavyweight Champion; ECW Champion; Intercontinental Champion; World Tag Team Champion; WCW Tag Team Champion; Hardcore Champion

TECHNICAL

Class: Big Man

Counter: Normal

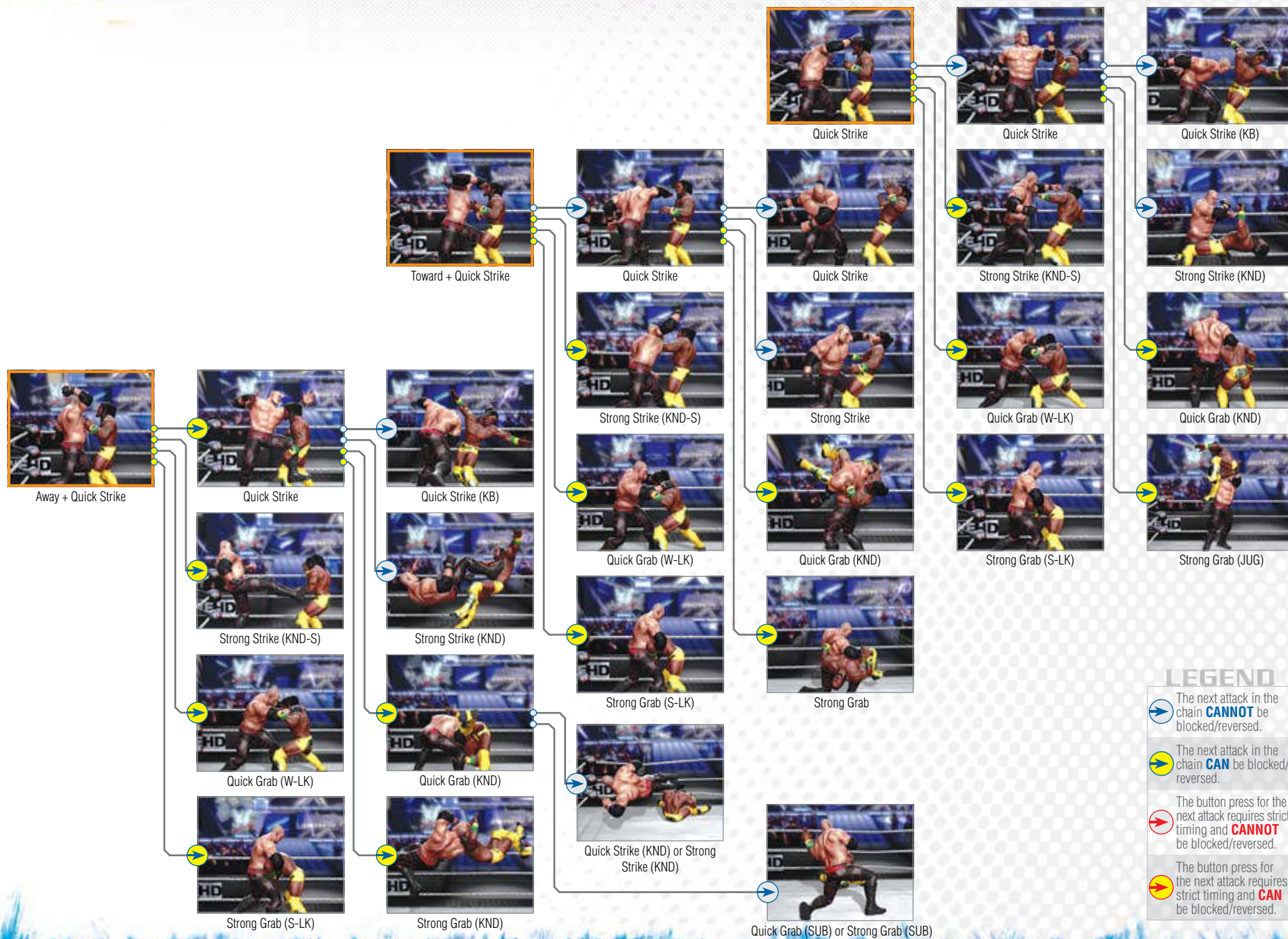
PROS

- > Chains do not stop when blocked.
- > Effective true combo series chains.
- > Inflicts damage quickly.

CONS

- > Slow taunt.
- > Majority of attacks do not knock back.
- > No grab chain combos.
- > Limited attack options.

CHAIN COMBOS



LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	SUB
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	JUG
Strong Strike	None
Quick Grab	None
Strong Grab	None

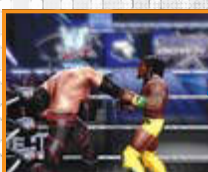
REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Any
Quick Grab	None
Strong Grab	Quick Strike, Quick Grab

NOTE

There are no follow-up options that are guaranteed to connect after any side headlock attacks.

RECOMMENDED CHAIN COMBOS



Quick Strike



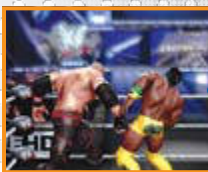
Quick Strike



Quick Strike (KB)

Kane's triple Quick Strike combo is one of his many true combo series chains. The last hit in this chain puts the opponent in a knockback state, which allows Kane to continue his offensive momentum. Use the brief stun to set up a Quick or Strong Grab so you can use Kane's weak lockup and strong lockup options. Both can be escaped, but the opponent has very little time to do so.

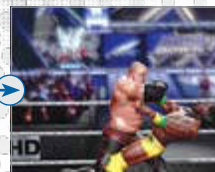
RECOMMENDED CHAIN COMBOS



Quick Strike



Quick Strike



Strong Strike (KND)

This combo is almost identical the previous recommended combo. The only difference is that the last hit knocks the opponent down instead of leaving him in a knockback state. Unless the opponent has taken heavy damage, there's nothing guaranteed after the knockdown, but you can use the opponent's downtime to set up other attacks. For example, immediately following the knockdown, back away slightly, and as soon as the opponent begins to stand, initiate a Charge Grab. With proper timing and spacing, the Charge Grab connects as soon as the opponent is standing, which gives him minimal time to react. If the Charge Grab connects, the opponent is left in a slumped state in the corner and vulnerable to a follow-up attack of your choice.

PLAYING AS KANE

Kane is a Big Man class character, but he's far more agile than the other members of his class. Unfortunately, with the added agility he loses some of the Big Man traits. For instance, Kane doesn't have many attacks that cause a knockback state, but other characters in the Big Man class cause a knockback with almost every attack. On the positive side, Kane can complete all of his chain combos, whether the opponent blocks or not. The other characters in the class are forced to stop a chain combo if the opponent blocks an attack. Kane is also moves and attacks a little faster, and while he loses some range, his attacks still reach farther than those of most other classes.

To be successful with Kane you need to work a little bit. Kane inflicts more damage with his attacks than most other characters, but it's also fairly easy to see his attacks coming. His two recommended combos work very well in different situations. Quick Strike > Quick Strike > Quick Strike is great at the beginning of the match when the opponent hasn't taken much damage. Once the opponent has taken some damage, mix in Quick Strike > Quick Strike > Strong Strike to knock the opponent down. At this point you can back away slightly, and time a Charge Grab or Signature Move to connect just as the opponent stands. It's important to back away first because many opponents like to stand up while mashing an attack button. If Kane is too close, the opponent's attack will interrupt Kane's attack. Stepping back allows Kane to punish an opponent if he stands up attacking (because the attacks will whiff).

The knockdown after Quick Strike > Quick Strike > Strong Strike sets up a pin attempt and also gives Kane time to store his Charge Strike if it's still early in the match. Once a Charge Strike is stored, it's very easy to connect because it executes quickly and cannot be blocked. If it connects, it sends the opponent flying to the ropes and into a juggle state that allows Kane to follow with additional attacks (Quick Strike > Quick Strike > Quick Grab or just a grab, depending on the distance to the opponent).

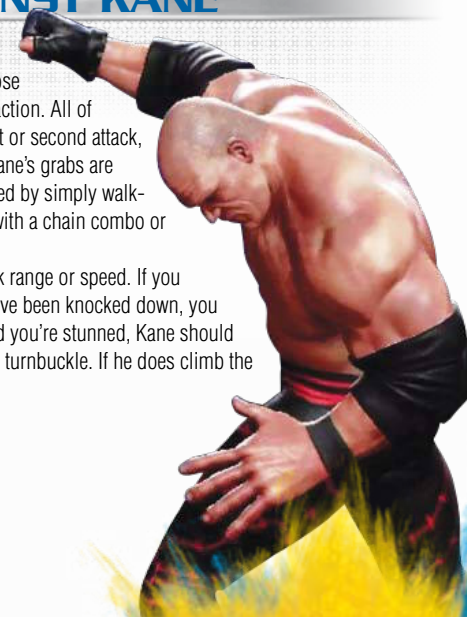
Because Kane relies heavily on his Quick Strike chains, be sure to mix in grabs and Strong Strikes to throw the opponent off. Kane's grabs are fairly slow, so if the opponent is avoiding them and countering your Quick Strikes, mix in a Strong Strike. It cannot be countered, and if it connects it knocks the opponent down. If the opponent blocks Kane's attacks but isn't countering much, mix in Quick Strike > Quick Strike > Strong Grab to juggle the opponent. Follow with Quick Strike > Quick Strike > Quick Strike or just Quick Grab. If you're near the ropes you can follow with Quick Strike > Quick Strike > Quick Grab.

PLAYING AGAINST KANE

Defeating Kane is more about having fast reactions than anything else.

Kane relies heavily on his Quick Strike chain combos, but if you pay close attention you can see the first Quick Strike coming and counter it on reaction. All of his other chain combos can either be blocked or countered after the first or second attack, or do not cause any detrimental states (knockback, knockdown, etc.). Kane's grabs are also relatively slow and can be interrupted with a Quick Strike, or avoided by simply walking backward. If you avoid them, be ready to punish the missed attack with a chain combo or grab of your own.

Kane has a decent array of turnbuckle attacks, but most of them lack range or speed. If you see Kane climb the turnbuckle, back away or leave the ring. Unless you've been knocked down, you should have plenty of time to move. If you have been knocked down and you're stunned, Kane should go for the guaranteed damage of grounded attacks rather than climb the turnbuckle. If he does climb the turnbuckle, Kane may be sacrificing guaranteed damage to do so.

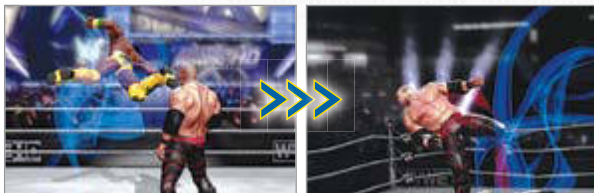


ALL-STARS

KOFI KINGSTON

SIGNATURE MOVES

TROUBLE IN PARADISE



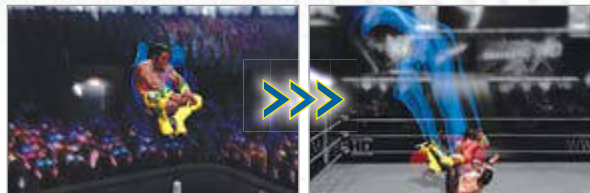
Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab

KORONCO BUSTER



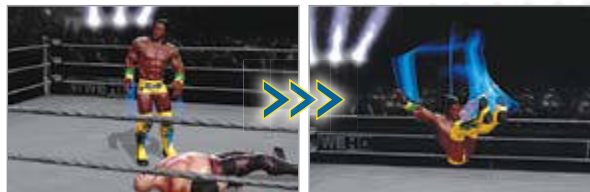
Notation: Quick Strike + Quick Grab (opponent must be in a slumped state in the corner)

DIVING CROSS BODY



Notation: Quick Strike + Quick Grab (from the top of the turnbuckle)

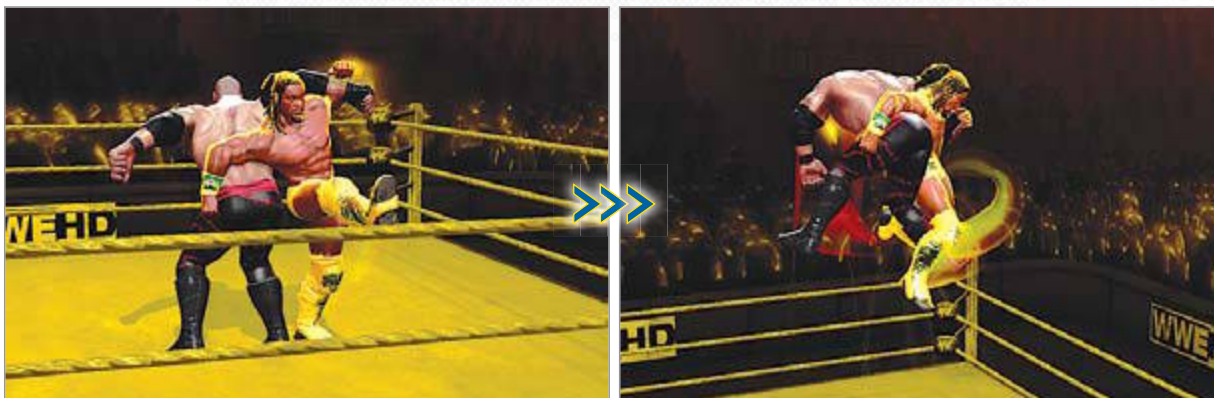
BOOM DROP



Notation: Strong Strike + Strong Grab (near the head of a grounded opponent)

FINISHER

SOS



BIO

Height: 6'0"

Weight: 221 lbs.

From: Ghana, West Africa

Career Highlights: Intercontinental Championship; United States Championship; World Tag Team Championship.

TECHNICAL

Class: Acrobat

Counter: Normal

PROS





- Trouble in Paradise Signature Move is a strike attack.
- Signature Moves for any situation.
- Long range Away + Quick Strike.
- Pin attempt from weak lockup.
- Good rope spring attacks.

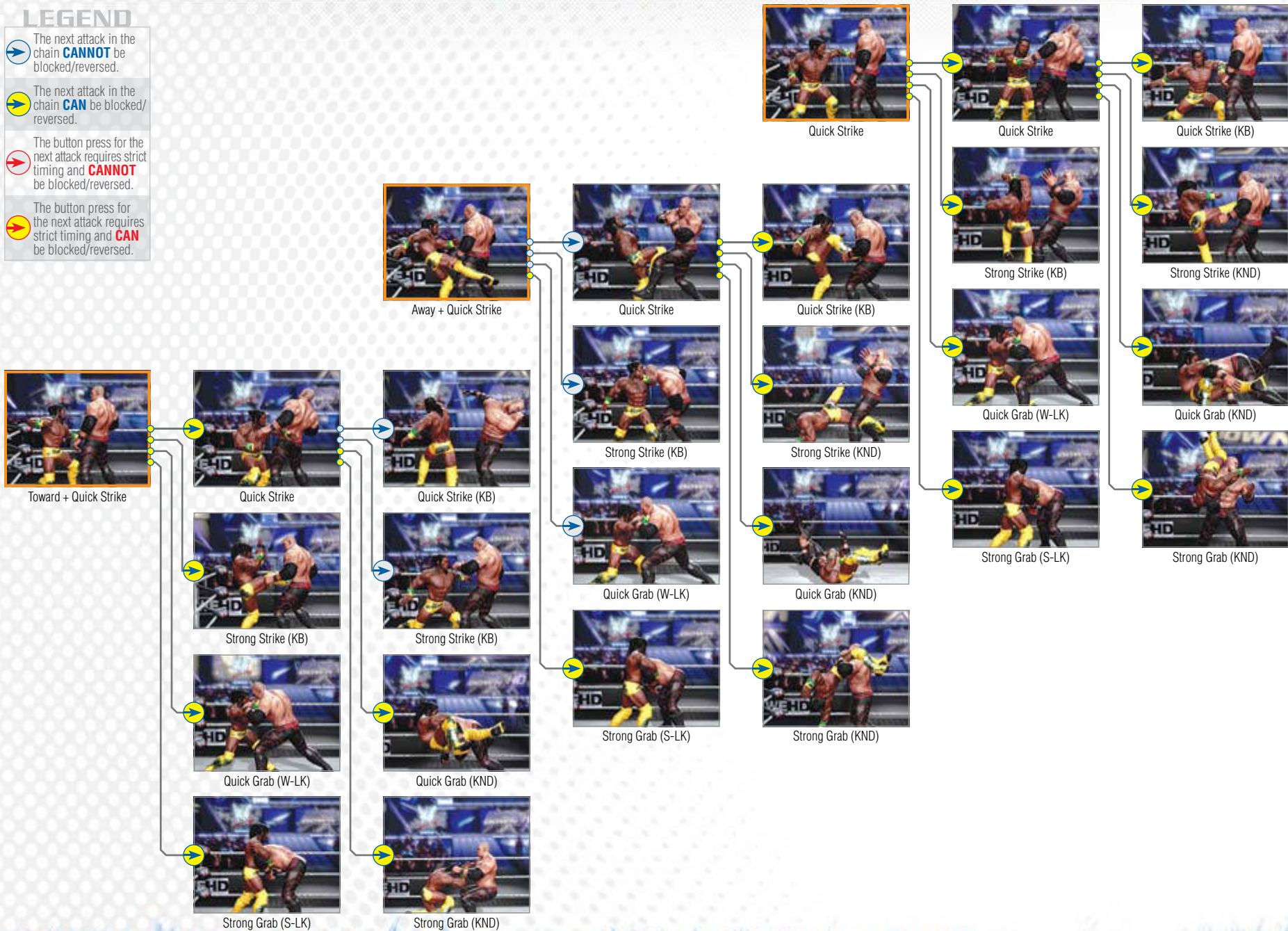
CONS

- Weak damage output.
- Limited chain combos.

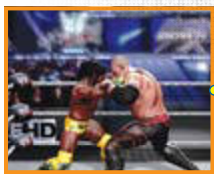
CHAIN COMBOS

LEGEND

-  The next attack in the chain **CANNOT** be blocked/reversed.
-  The next attack in the chain **CAN** be blocked/reversed.
-  The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
-  The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



GRAB CHAIN COMBOS



Weak Lockup



Quick Grab (KB)



Quick Strike (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Chain
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	KND-S, Any
Strong Strike	Quick Strike, Quick Grab
Quick Grab	None
Strong Grab	JUG

REAR WAISTLOCK CHART

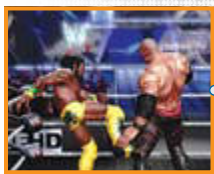
Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Any
Strong Grab	None

NOTE Refer to each individual grab chain combo to determine when the opponent is in a knockdown state during the weak lockup grab chain combo. You can follow the grab chain combo with a grounded Quick Grab after the Strong Strike and Quick Grab attacks, and after the Quick Strike attack if the opponent is close to a barrier. You can also follow the Quick Grab attack with a Strong Grab.

NOTE

There are no follow-up options that are guaranteed to connect after any side headlock attacks.

RECOMMENDED CHAIN COMBOS



Away + Quick Strike



Strong Strike (KB)

Kofi Kingston doesn't have many true combo series chains, but this one is especially good. It works best when Kofi has a Signature Move stocked. The knockback of the Strong Strike gives Kofi just enough time to pull off Trouble in Paradise so that it connects just as the opponent is coming out of the stun. It's still possible for the opponent to counter the attack, but the amount of time he has to counter is extremely limited. Under most circumstances, consider this a guaranteed way to connect with Trouble in Paradise.



Away + Quick Strike



Quick Grab (W-LK)

There aren't many useful attacks that stem from Kofi's weak lockup, but when it's late in the match, many of his options knock the opponent down and can potentially stun. Kofi can also pin the opponent from a weak lockup (press the Pin button). This chain combo allows Kofi to enter a weak lockup without interruption if the Away + Quick Strike connects. With the extended range of Kofi's Away + Quick Strike, it's a very good tool to use to lock in a pin attempt.

PLAYING AS KOFI KINGSTON

Kofi Kingston plays just like many of the other Acrobat class characters. Most of his damage comes from the rope spring attack cycle, but he can also use his long range Away + Quick Strike to lead into a weak lockup or a knockback attack. Almost all of Kofi's chain combos that are not true combo series chains are virtually useless. A skilled opponent can counter after the first or second hit with ease. In fact, in many cases, if an opponent is trying to block, he'll get a counter instead due to the timing of the chain combo attacks and the reaction time of most players when pressing the Block button.

Stay just outside of the opponent's normal strike range and use Kofi's Away + Quick Strike. This is one of Kofi's longest-reaching attacks, and it executes quickly, which makes it difficult to counter. If it connects one time, Kofi has enough Energy Meter to start the rope spring cycle. Not only that, but it starts both of Kofi's recommended chain combos, giving you the opportunity to place the opponent in a knockback state or enter a weak lockup (which can be used to initiate a pin).

Once you have enough Energy Meter to run, head toward the ropes and use Kofi's Quick or Strong Strike rope spring attacks. Both attacks cannot be blocked, and the timing needed to counter them is extremely hard to master. This makes the attacks virtually guaranteed to connect as long as you're close enough to the opponent. Both attacks have decent range, but if the opponent is in the corner it can be a difficult angle. Try to move the opponent out of the corner so it's easier to connect the attacks.

The Quick Strike rope spring attack knocks the opponent down. There are no guaranteed follow-up attacks while the opponent is grounded, but this gives Kofi the chance to head back to the ropes for a second rope spring attack. The Strong Strike option slams the opponent into the ropes and leaves him in a juggle state. Depending on where the opponent is in the ring, Kofi can follow with Quick Strike > Quick Strike > Quick Grab, or just Quick Grab. There are some situations in which Kofi can't follow with anything, but if this happens, just head back to the ropes to repeat the cycle. If the opponent is too close to the ropes, he may fly out of the ring. In this situation, follow with a running attack to dive out of the ring, use grounded attacks if the opponent is stunned, and then return to the ring. You want to get into a groove so that you're hitting the opponent with a rope spring attack as soon as he stands up. Do not leave the ring for long because Kofi cannot use any rope spring attacks from outside of the ring.

When an opponent is down to a single red bar of health, use Kofi's Away + Quick Strike to enter a weak lockup. From here Kofi can pin the opponent. If you have trouble connecting a Away + Quick Strike, use the rope spring attack cycle to knock the opponent down, then go for the pin. The Trouble in Paradise Signature Move is also good to knock an opponent down because it's a strike attack instead of a grab, covers nearly the entire length of the ring, and is difficult to avoid. It is also one of Kofi's most damaging attacks.

PLAYING AGAINST KOFI KINGSTON

The best way to defeat Kofi Kingston is to fight him outside of the ring. This allows you to avoid his rope spring attack cycle, it makes it more difficult for Kofi to connect with the Trouble in Paradise Signature Move, and Kofi has less space to move around and use his superior speed.

Head out of the ring and use taunts to build your Finisher Meter until Kofi leaves the ring to engage you. Keep as much offensive pressure on Kofi as possible. He has a normal counter, and his chain combos are fairly limited and can be countered after the first or second attack. His only threat is Away + Quick Strike, but if you stay close he can't use its extended reach to keep you away.

If you have to battle Kofi inside of the ring, don't let him get near the ropes. Use running attacks to interrupt his rope spring cycle before he gets a chance to start it. You cannot block the attacks in the rope spring cycle, and they give Kofi a huge advantage in the match. Stay close to the corners to make it hard for Kofi to get into a rhythm.

Watch out for Kofi's weak lockup if your health is low. Kofi can initiate a pin attempt directly from his weak lockup. He can also chain from Away + Quick Strike directly into a weak lockup, so be ready to counter Away + Quick Strike if the match is coming to an end.

ALL-STAR

THE MIZ

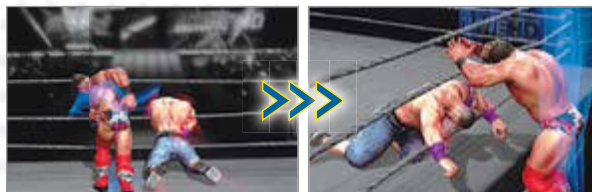
SIGNATURE MOVES

SHOULDER JAWBREAKER



Notation: Quick Strike + Quick Grab

ROPE NECK SNAP



Notation: Away + Quick Strike + Quick Grab

REALITY CHECK



Notation: Strong Strike + Strong Grab

LEAPING CORNER CLOTHESLINE



Notation: Strong Strike + Strong Grab (opponent must be in a slumped state in the corner)

BIO

Height: 6'1"

Weight: 231 lbs.

From: Cleveland, Ohio

Career Highlights: WWE Championship; United States Championship; WWE Tag Team Championship; World Tag Team Championship; Unified Tag Team Championship.

PROS

- > True combo series that leads into a pin.
- > Long range Quick Strike.
- > Strike chain combos that end with grab chain combos.

CONS

- > Charge Grab doesn't lead to a slumped state.
- > Limited damage opportunities.
- > Weak offensive abilities.

TECHNICAL

Class: Grappler

Counter: Normal





FINISHER

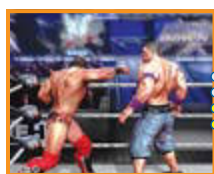
SKULL-CRUSHING FINALE



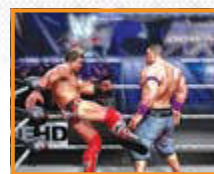
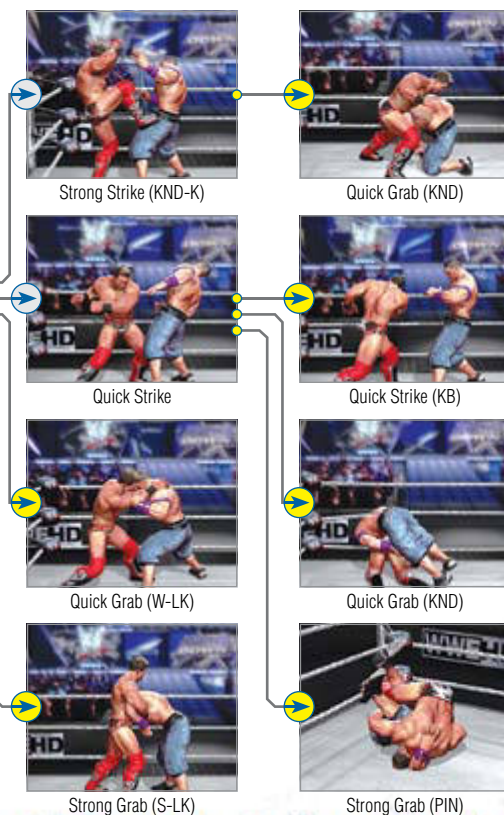
CHAIN COMBOS

LEGEND

-  The next attack in the chain **CANNOT** be blocked/reversed.
-  The next attack in the chain **CAN** be blocked/reversed.
-  The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
-  The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



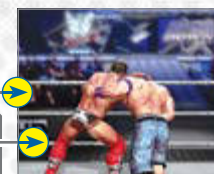
Away + Quick Strike



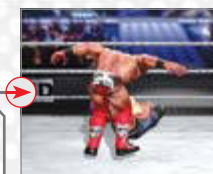
Quick Strike



Quick Strike



Quick Grab



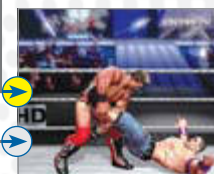
Quick Strike (KND) or Strong Strike (KND)



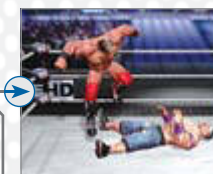
Quick Grab (SUB) or Strong Grab (SUB)



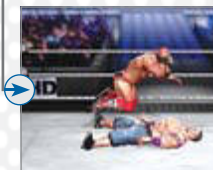
Strong Strike (KB)



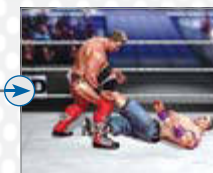
Strong Grab (KND)



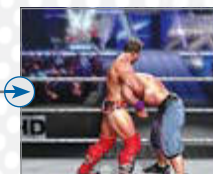
Quick Strike



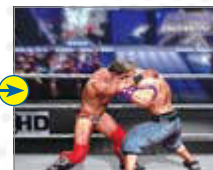
Strong Strike



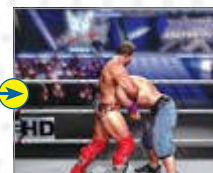
Quick Grab (KND)



Strong Grab (SUB)



Quick Grab (W-LK)



Strong Grab (S-LK)



Quick Strike (KND) or Strong Strike (KND)



Quick Grab (KND) or Strong Grab (KND)

Quick Strike (R-LK) or Strong Strike (R-LK) or Quick Grab (R-LK) or Strong Grab (R-LK)

GRAB CHAIN COMBOS



Weak Lockup



Strong Strike



Quick Strike or Strong Strike



Quick Grab or Strong Grab



Toward + Quick Strike



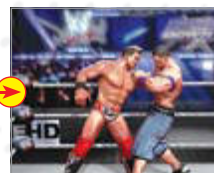
Strong Grab (S-LK)

Quick Strike (KND) or
Strong Strike (KND)

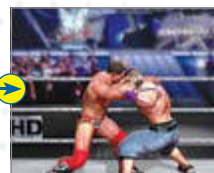
Quick Grab



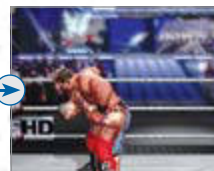
Quick Strike



Strong Strike (KB)



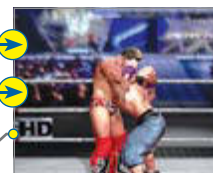
Quick Grab (W-LK)

Quick Strike (KND) or
Strong Strike (KND)

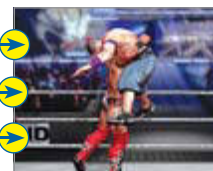
Quick Grab



Quick Strike (KB)



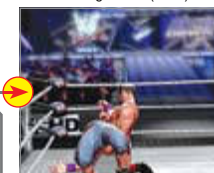
Quick Grab (KND)



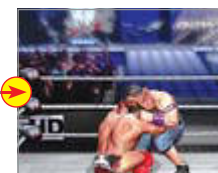
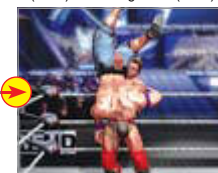
Strong Grab (STN)

Quick Strike (KND) or
Strong Strike (KND)
or Quick Grab (KND)

Strong Grab

Quick Strike (KND) or
Strong Strike (KND)

Quick Grab (KND) or Strong Grab (KND)

Quick Strike (STN) or Strong
Strike (STN) or Quick Grab
(STN) or Strong Grab (STN))Quick Strike (KND) or Strong
Strike (KND) or Quick Grab
(KND) or Strong Grab (KND)Quick Strike (KND) or Strong
Strike (KND) or Quick Grab
(KND) or Strong Grab (KND)

LEGEND

➡ The next attack in the chain **CANNOT** be blocked/reversed.

⬅ The next attack in the chain **CAN** be blocked/reversed.

➡ The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

⬅ The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Rear Waistlock



Strong Strike (KND)



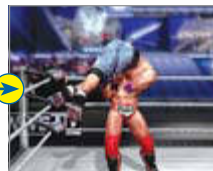
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Opponent Running



Strong Grab (KND)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Quick Grab
Strong Strike	Chain
Quick Grab	Quick Grab, Quick Strike (Barrier), Strong Strike (Barrier), Strong Grab (Barrier)
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Any
Strong Strike	None
Quick Grab	Any
Strong Grab	Quick Grab

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Chain
Quick Grab	Barrier, Quick Grab
Strong Grab	Any

NOTE

Refer to each individual grab chain combo to determine when the opponent is in a knockdown state during the weak lockup and rear waistlock grab chain combos.

There are no follow-up options that are guaranteed to connect after any side headlock attacks.

RECOMMENDED CHAIN COMBOS



Away + Quick Strike



Quick Strike



Strong Grab (PIN)

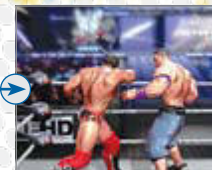
This is hands-down the best combo The Miz has. It's a true combo series chain, so if the first hit connects, the rest of the combo is guaranteed to connect. But what makes this combo so good is the fact that it ends in a pin attempt. Once the opponent is down to at least an orange bar of health, you can potentially end the match with this combo. If the opponent's health meter is any lower, it's almost a guaranteed win if the first attack connects.



Toward + Quick Strike



Quick Strike



Quick Strike (KB)

offensive momentum. It makes it a little more difficult for an opponent to counter a grab attempt, but it's not a significant gain. This combo should mainly be used after any of the chain combo stuns The Miz has in his arsenal.

PLAYING AS THE MIZ

To be successful with The Miz, you're going to have to rely on a little bit of luck. Aside from the recommended chain combos, The Miz falls short in the true combo series category. Almost all of his chains can be blocked or countered by the third attack. Fortunately, there are a few strike-based chain combos that lead into grab chain combos in which there isn't a chance to counter until the grab chain combos starts. So if the first attack isn't countered, you've got a chance to dish out some damage. This is where that little bit of luck comes into play.

Use the Toward + Quick Strike > Quick Strike > Quick Strike recommended combo for whiff punishment and basic damage. If the opponent isn't very good at countering the first attack you throw out, you can rely on this combo to get you through most of the match. However, your primary goal as The Miz should be to test your opponent's knowledge of his chain combos. There are several different variations of combos that lead into multiple stuns. Toward + Quick Strike > Quick Strike (>) Strong Grab (>>) Quick Strike or Strong Strike or Quick Grab or Strong Grab > Quick Strike or Strong Strike, and Toward + Quick Strike > Quick Strike (>) Strong Grab (>>) Quick Strike or Strong Strike or Quick Grab or Strong Grab (>) Quick Grab or Strong Grab are just two examples.

The first Strong Grab in both of these combos leads to a stun. However, this is a short stun that doesn't benefit The Miz very much. Continue the combos to the next attack to get the preferred stun. This part of the combo is a little tricky because moving on to the next attack doesn't require strict timing. To avoid the transition into the next attack, you must wait a moment. If you attack too soon, The Miz will continue to the last hit of the combo. Ideally, you want to stop the combo at this point and use a Strong Grab. With proper timing, the Strong Grab is extremely difficult for the opponent to counter.

The second combo example is almost identical to the first, but it ends with the opponent knocked down in a hands and knees state. In this situation, you have two options: Strong Grab or any other attack button. If you use Strong Grab as soon as the opponent enters the hands and knees state, The Miz picks up the opponent and places him in a strong lockup. From a strong lockup, The Miz has multiple options with several opportunities to get guaranteed attacks if the options connect.

Alternatively, you can use any other attack while the opponent is in the hands-and-knees state. This knocks the opponent into the air, but not high enough to be in a juggle state. You want to use this variation of the combo if the opponent's back is close to a barrier. In this situation, you can attack the opponent before he lands even though he's not in a juggle state. The proximity of the barrier keeps The Miz close enough to follow up with an attack. In addition, the opponent is considered to be standing, so any attack you use cancels the opponent's near-juggle state and automatically makes him stand. You can use any regular combo as if the opponent is standing. Either recommended combo works very well in this situation, especially if you need a pin.

PLAYING AGAINST THE MIZ

If you know where you can counter and block, and how to reverse The Miz's various grab chain combos, this match is won before it begins. Almost every one of the chain combos The Miz possesses can be blocked or countered by the third attack. As a general rule of thumb, if one of the first two attacks is listed as being blockable or counterable, if it's not a Strong Strike, it can be countered. Counter these attacks as much as possible to shut down The Miz.

If The Miz gets into one of his chain combos that transitions into a grab chain combo, watch out for the stuns around the end. The first stun in these chains is nothing to worry about. The stun doesn't last long enough to be a significant threat. However, the second stun in these combos can be dangerous. Stay away from the ropes and learn when to use a reversal to escape these combos.

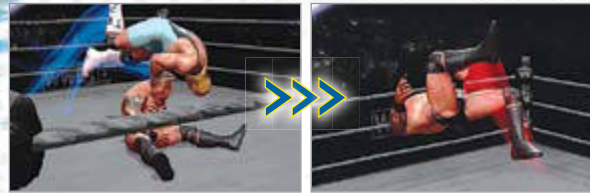
When your health meter is low, watch out for Away + Quick Strike > Quick Strike > Strong Grab. It's a true combos series, and the Strong Grab leads into a pin attempt. If you get hit with the first attack, the pin is unavoidable, and if your health is low, it's game over. You need to stay outside of the Away + Quick Strike attack range. If you can't do this, make sure you counter the first attack. If you block the first attack, you can't escape until the pin attempt (which is nearly impossible to escape if your health is too low). If you get hit by the first attack, the end result is the same. You need to avoid the attack or counter it. Those are your only two options.

ALL-STAR

MR. PERFECT

SIGNATURE MOVES

DOUBLE SNAP MARE



Notation: Quick Strike + Quick Grab

GROIN LEG DROP



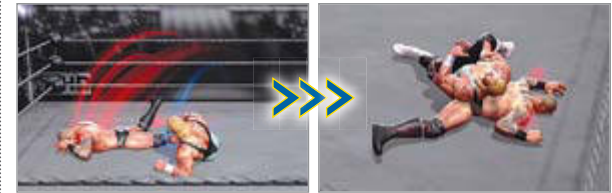
Notation: Away + Quick Strike + Quick Grab

MISSILE DROP KICK



Notation: Quick Strike + Quick Grab (from the top of the turnbuckle)

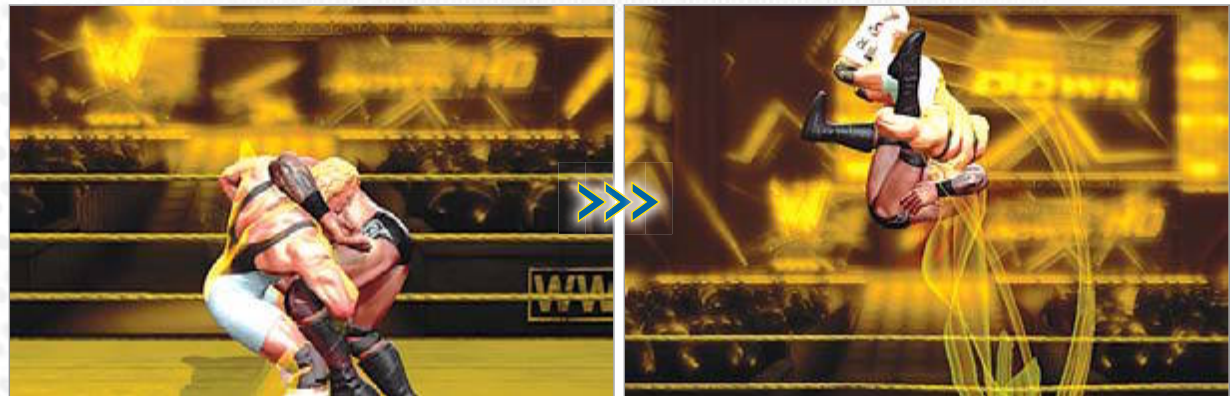
SPINNING TOE HOLD



Notation: Strong Strike + Strong Grab

FINISHER

PERFECT PLEX



BIO

Height: 6'3"**Weight:** 260 lbs.**From:** Robbinsdale, Minnesota

Career Highlights: AWA Champion; Intercontinental Champion; United States Champion; WCW Tag Team Champion; AWA Tag Team Champion.

TECHNICAL

Class: Grappler**Counter:** Normal

PROS

- > Pin attempt from a weak lockup.
- > Pin attempt from Running Strong Grab.
- > Good damage from grab chain combos.

CONS

- > Limited strike-based chain combos.
- > Very few true combo series chains.
- > Weak against players with high counter/reversal skill.

CHAIN COMBOS

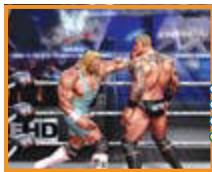
LEGEND

➡ The next attack in the chain **CANNOT** be blocked/reversed.

➡ The next attack in the chain **CAN** be blocked/reversed.

➡ The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

➡ The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Quick Strike



Quick Strike



Strong Strike (KB)



Quick Grab (W-LK)



Strong Grab (S-LK)



Away + Quick Strike



Quick Strike



Strong Strike (KB)



Quick Grab (W-LK)



Strong Grab (S-LK)



Quick Strike



Strong Grab (KND-S)



Quick Strike (KND) or Strong Strike (KND)



Quick Grab (KND) or Strong Grab (KND)



Quick Grab (KND)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



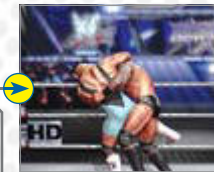
Toward + Quick Strike



Quick Strike



Strong Strike (KB)



Quick Grab



Strong Grab (JUG)



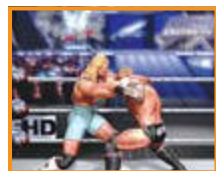
Quick Grab

GRAB CHAIN COMBOS



LEGEND

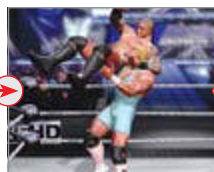
- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Weak Lockup



Strong Grab



Quick Strike (KND)



Strong Strike



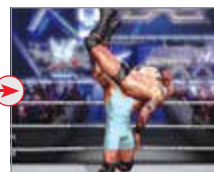
Quick Grab (SUB)



Strong Grab (KND)



Quick Strike (STN) or Strong Strike (STN) or Quick Grab (STN) or Strong Grab (STN)



Quick Strike (KND)



Strong Strike (SUB)



Quick Grab (KND)



Strong Grab (R-LK)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



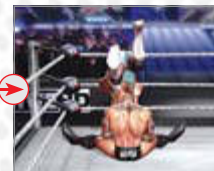
Weak Lockup



Quick Grab



Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)

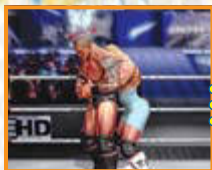


Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Quick Strike (SUB) or Strong Strike (SUB) or Quick Grab (SUB) or Strong Grab (SUB)





Rear Waistlock



Quick Strike

Quick Strike or Strong Strike or
Quick Grab or Strong Grab

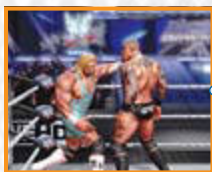
Strong Strike (KND)

Quick Strike (KND) or Strong
Strike (KND) or Quick Grab
(KND) or Strong Grab (KND)

Quick Grab

Quick Strike or Strong Strike or
Quick Grab or Strong Grab**NOTE**

Mr. Perfect has no weak lockup or rear waistlock charts because he has a wide variety of grab chain combos stemming off of every option he has from a weak lockup. Refer to each individual grab chain combo to determine when the opponent is in a knockdown state during the weak lockup and rear waistlock grab chain combos. The only exception to this is Strong Grab after a rear waistlock, which leads to a submission hold and has no follow-up options. In addition, there are no follow-up options that are guaranteed to connect after any strong lockup or side headlock attacks.

RECOMMENDED CHAIN COMBOS

Quick Strike



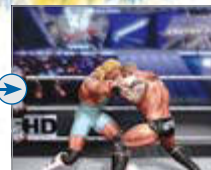
Strong Strike (KB)

This true combo series chain is best used when an opponent is close to the ropes. In this situation, the knockback from the second hit of the combo gives Mr. Perfect time to execute a Quick Grab. The

proximity to the ropes keeps Mr. Perfect close enough to the opponent to ensure that the Quick Grab cannot be countered. The Quick Grab transitions into a weak lockup, which allows Mr. Perfect direct access to a multitude of grab chain combos.



Quick Strike



Quick Grab (W-LK)

As a Grappler class character, Mr. Perfect must rely on his grab chain combos. This true combo series chain allows him to enter a weak lockup if a Quick Strike connects. Mr. Perfect's other recommended combo works best against the ropes, so this one should be used in open areas.

PLAYING AS MR. PERFECT

Mr. Perfect becomes significantly better as the match wears on, but at the beginning of a match, he can have a difficult time generating offense. Most of Mr. Perfect's damage comes from his grab chain combos. You won't get much mileage out of his strike-based chain combos because they can be blocked or countered after the first or second attack. Even if they connect, the damage inflicted is lackluster at best. Your goal should be to get the opponent in a weak lockup so you can start one of Mr. Perfect's many grab chain combos.

Both of Mr. Perfect's recommended combos give you a way to get the opponent in a weak lockup. You should also use a Quick Grab to enter a weak lockup. This offers a mix-up and prevents the opponent from countering the Quick Strike that initiates both of Mr. Perfect's recommended combos.

Once you have the opponent in a weak lockup, use all of Mr. Perfect's grab chain combos to keep the opponent guessing. Mr. Perfect has a wide variety of grab chain combos, which all inflict very good damage. One even ends in a rear waistlock, which allows Mr. Perfect to extend the chain even further by shifting right into a rear waistlock grab chain combo.

While it's possible for an opponent to reverse at multiple points throughout Mr. Perfect's grab chain combos, the damage you'll inflict by one full combo far outweighs the damage an opponent can inflict with a reversal. If the opponent scores a reversal, do not get discouraged, just use a different combo the next time around. If you're trying to start Mr. Perfect's grab chain combos with a Quick Grab, switch to a Quick Strike and then use a chain that transitions into a weak lockup. If the opponent counters the Quick Strike, use a Strong Grab to throw off his timing. Mr. Perfect has enough options at his disposal that a counter-happy opponent shouldn't be too much of a problem.

Another great tool to initiate a grab chain combo is Mr. Perfect's Away + Quick Strike. This is a two-hit attack, but you can cancel the attack after the first hit. Simply press the Quick Grab or Strong Grab button immediately after pressing Away + Quick Strike to stop the second hit from executing and transition directly into the Quick or Strong Grab. Quick Grab leads to a weak lockup, while Strong Grab leads to a strong lockup. Mr. Perfect doesn't have any grab chain combos out of his strong lockup, but damage is damage, and you may need to use the strong lockup to throw your opponent's counter timing off.

Once an opponent is down to an orange bar of health or lower, it's time for Mr. Perfect to shine. He can pin an opponent from a weak lockup or a Running Strong Grab. Press the pin button after entering a weak lockup to initiate the pin. The Running Strong Grab is an instant pin and should be used after knocking an opponent down. Simply back away to give yourself some space, and as soon as the opponent starts to stand, execute the Running Strong Grab. This works best when an opponent is stunned on the ground, but if you mix in a few running strikes, you can mix in a Running Strong Grab without knocking the opponent down first.

PLAYING AGAINST MR. PERFECT

The best way to defeat Mr. Perfect is to come at him with a barrage of offense. The faster you take out Mr. Perfect, the less you need to worry. If you give Mr. Perfect time to dwindle your health into the orange or lower, he can pin you from multiple attacks. You can't block because he can pin from a Quick Grab or Running Strong Grab. You can't rely on counters because he has multiple attacks that lead into pins, all of which have different counter timing. You can't rely on reversals because he has plenty of attacks that never give you a chance to use a reversal before the pin is initiated.

As you can see, it's extremely difficult to defend against Mr. Perfect once you're at risk of being pinned. It's very important to take Mr. Perfect out before your health meter gets too low. Mr. Perfect has a normal counter, so attack with a barrage of chain combos and be ready to use a reversal if he counters. Mix in a few grabs if need be, but do whatever you can to stay on the offensive. A single grab chain combo can take almost an entire bar from your health meter, so learn when to counter his chains early on in the combo before they start to vary too much.

ALL-STAR

RANDY ORTON

SIGNATURE MOVES

RUNNING PUNT



Notation: Quick Strike + Quick Grab

ORTON STOMP



Notation: Strong Strike + Strong Grab

INVERTED HEADLOCK BACKBREAKER



Notation: Quick Strike + Quick Grab

ROPE HUNG DDT



Notation: Away + Strong Strike + Strong Grab

FINISHER

RKO



BIO

Height: 6'4"

Weight: 245 lbs.

From: St. Louis, Missouri

Career Highlights: WWE Champion; World Heavyweight Champion; Intercontinental Champion; World Tag Team Champion; 2009 Royal Rumble winner

TECHNICAL

Class: Brawler

Counter: Normal

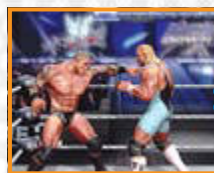
PROS

- RKO Finisher executes faster than most other Finishers.
- Chains that end with a Signature Move.
- Guaranteed ground attacks after most weak and strong lockup options.
- Plays like a mix between a Brawler and Grappler.
- Can pin from chain combos.
- Strong Strike has good range.

CONS

- Very few true combo series chains.
- Limited grab chain combos.

CHAIN COMBOS



Quick Strike



Quick Strike



Quick Strike



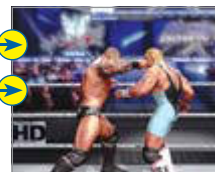
Quick Strike (KB)



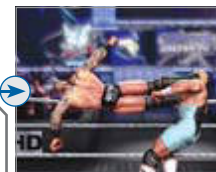
Quick Strike (KB)



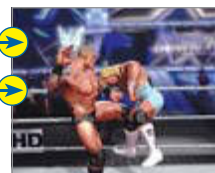
Strong Strike (JUG)



Strong Strike



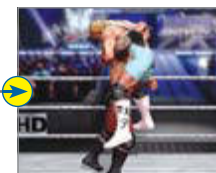
Strong Strike (KND)



Quick Grab



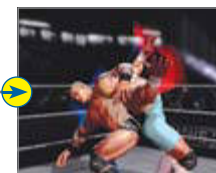
Strong Grab (PIN)



Quick Grab (STN)



Strong Grab (STN)

Quick Strike + Quick Grab
(Signature Move)Strong Strike + Strong Grab
(Signature Move)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

NOTE

You must have

a Signature Move stocked (enough Energy Meter to use at least one Signature Move) to use a Signature Move in a chain combo.

NOTE

You must have

a Signature Move stocked (enough Energy Meter to use at least one Signature Move) to use a Signature Move in a chain combo.



Away + Quick Strike



Quick Strike



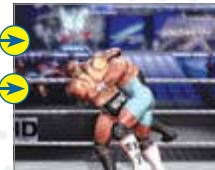
Quick Strike



Quick Strike (KB)



Strong Strike (KB)



Quick Grab



Strong Grab (KND)



Strong Strike



Quick Strike (KB)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)



Quick Strike + Quick Grab (Signature Move)



Strong Strike + Strong Grab (Signature Move)



Toward + Quick Strike



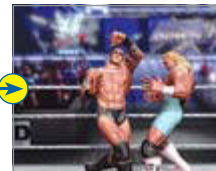
Quick Strike



Strong Strike (KB)



Quick Strike



Quick Strike (KB)



Strong Strike (BO-S)



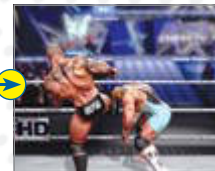
Quick Grab (KND)



Strong Grab (KND)

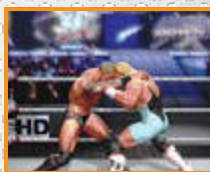


Quick Strike (KND) or Strong Grab (KND)



Strong Strike (KND) or Quick Grab (KND)

GRAB CHAIN COMBOS



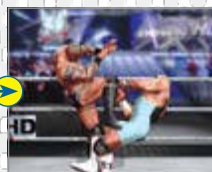
Weak Lockup



Quick Strike



Quick Strike (KND)



Quick Strike (KND)



Quick Strike (KND)



Quick Strike (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Chain
Strong Strike	Quick Grab
Quick Grab	None
Strong Grab	Quick Strike, Quick Grab, Strong Grab

NOTE

Randy Orton gets a guaranteed Quick Grab on a grounded opponent after any of the weak lockup grab chain combos.

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	BO-S, Any
Strong Strike	Quick Strike, Quick Grab, Strong Grab
Quick Grab	None
Strong Grab	Barrier, Quick Grab

NOTE

There are no follow-up options that are guaranteed to connect after any side headlock attack.

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	Quick Grab
Strong Strike	None
Quick Grab	None
Strong Grab	None

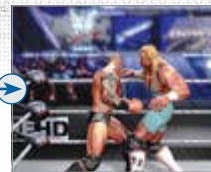
RECOMMENDED CHAIN COMBOS



Away + Quick Strike



Quick Strike



Quick Strike



Quick Grab



Toward + Quick Strike



Strong Strike (KB)

of the combo until the final Quick Grab. This holds true for every variation of the combo as well. Basically, any combo that starts with Away + Quick Strike (->) Quick Strike follows these rules, including the combos that end with Signature Moves. If you mix up the way the combo ends, an opponent will have a difficult time escaping.

This is Orton's only complete true combo series chain. The last hit leaves the opponent in a knockback state, but once the opponent has been damaged enough, it will put the opponent in a knockdown-sitting state. This allows for guaranteed follow-ups while the opponent is on the ground, which can lead to even more follow-ups if your next attack leaves the opponent grounded. Unfortunately, this is the only time Orton gets guaranteed follow-ups after this chain. The stun from the knockback does not last long enough to guarantee any follow-up attacks, but you can use it to maintain offensive momentum.

PLAYING AS RANDY ORTON

Randy Orton may be a Brawler class, but he takes several pages out of the Grappler class playbook. His strike-based chain combos are virtually useless because an opponent can counter the second hit of every Quick Strike and Toward + Quick Strike Chain. The only exceptions to this are the two-hit chain combos that end with a Strong Strike (Quick Strike (->) Strong Strike) because Strong Strikes cannot be countered. An opponent can always opt to block instead of going for a counter, but the timing between the first and second attack of these chains makes it very easy for an opponent to score a counter when he's trying to simply block. This is especially true if the first hit in the chain combo connects and the opponent is scrambling to block the second hit.

With all of Orton's Quick Strike and Toward + Quick Strike chain combos useless (aside from the recommended Toward + Quick Strike combo), he's forced to rely on his Away + Quick Strike chains and basic lockup attacks (strong lockup and weak lockup). Luckily, Orton has a wide variety of Away + Quick Strike chains. If Away + Quick Strike is not countered, Orton can continue the chain into multiple options and even end with a Signature Move. An opponent can escape the final attack in these combos, but if you mix them up enough, the likelihood of this happening is significantly lowered.

In addition to the Away + Quick Strike chains, Orton must rely on his Quick Grab and Strong Grab to enter a weak lockup and strong lockup respectively. Every attack from both lockups leaves Orton with a chance to inflict additional damage, whether it's from a grab chain combo or guaranteed grounded attacks. If an opponent counters Orton's Quick or Strong Grab, he takes no damage and then has an opportunity to reverse the counter to inflict damage to the opponent.

If you're up against an opponent who is not skilled at counters, use Orton's Quick Strike chain combos that end in pin attempts when the opponent's health is low. You can also use Orton's Quick Strike chains that end in Signature Moves, but it's important to limit the number of times you allow an opponent a counter opportunity. Taking the risk to get a pin attempt is one thing, but there are other ways to land a Signature Move that are safer than the Quick Strike chain combos.

Anytime you score a knockdown, store Orton's Finisher. Once it's stored, Orton has the fastest Finisher in the game, and it has good range as well. It's very easy to catch an opponent off guard with the RKO Finisher once it's stored. Use this to drain the opponent's health meter, or end the match with a KO.

PLAYING AGAINST RANDY ORTON

The first thing you need to do to defend against Orton is to recognize and counter his Quick Strike (->) Quick Strike and Toward + Quick Strike (->) Quick Strike chains. In both cases, you can counter the second attack of the chain. You need to counter any time Orton tries to use one of these chains to stop him from using them.

Once you've done this, Orton's offense is extremely limited. He can still use his Away + Quick Strike chains, but you can block the second hit to limit their damage and reverse or counter the last hit as well. Make sure you know what Orton's Away + Quick Strike looks like so you can watch out for a possible Signature Move at the end of the chain. You can always counter the Signature Move whether the chain connects or is blocked, but you must be ready for it.

With Orton's chain combos nullified, you still need to watch out for his Quick Grab and Strong Grab. Both can be countered, but the timing can be difficult if Orton is mixing them up with chains and other attacks. If Orton is abusing the grabs, keep your distance to avoid them, or apply heavy offensive pressure so Orton doesn't have a chance to use them. Orton gets guaranteed grounded attacks after almost every option from both strong and weak lockups, so it's important to avoid them as much as possible.

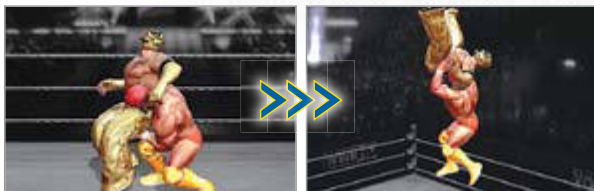
Orton's RKO Finisher is the fastest Finisher in the game once it's been stored. If Orton has a chance to store this, be very careful around him. The RKO has fairly long range and is difficult to react to once it's executed. Be ready to counter at a moment's notice if he has it stored.

ALL-STAR

"MACHO MAN" RANDY SAVAGE

SIGNATURE MOVES

ATOMIC DROP



Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab

DOUBLE AXE HANDLE



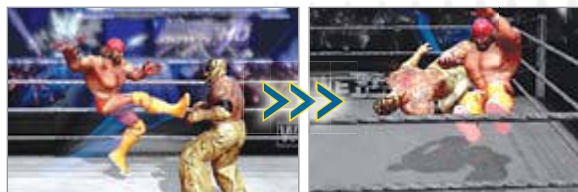
Notation: Quick Strike + Quick Grab (from the top of the turnbuckle)

JUMPING KNEE DROP



Notation: Running + Quick Strike + Quick Grab

RUNNING SITOUT LARIAT



Notation: Running + Strong Strike + Strong Grab

FINISHER

FLYING ELBOW DROP



BIO

Height: 6'2"

Weight: 237 lbs.

From: Sarasota, Florida

Career Highlights: WWE Champion; WCW Champion; Intercontinental Champion.

CONS

- > Weak damage output.
- > Can't do rope spring cycle like other Acrobats.
- > No useful true combo series chains.

PROS

- > Finisher hits opponents standing or grounded.
- > Strong Strike juggles opponent and has good range.
- > 360 Double Axe Handle Signature Move covers the entire length of the ring.
- > Finisher covers the entire length of the ring.
- > Good turnbuckle attacks.
- > Superior counter.
- > Pin attempt from weak lockup

TECHNICAL

Class: Acrobat

Counter: Superior



HOME

MATCH TYPES

WWE TACTICS
EXTREME RULES

CREATE A
SUPERSTAR

SUPERSTARS
AND LEGENDS

PATH OF
CHAMPIONS

FANTASY
WARFARE

UNLOCKABLES

ACHIEVEMENTS
AND TROPHIES

FOR THE
FANS

CHAIN COMBOS



Quick Strike



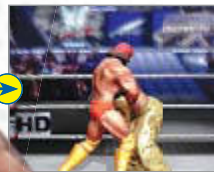
Quick Strike



Strong Strike (KB)



Quick Grab (W-LK)



Strong Grab (S-LK)



Quick Strike



Strong Strike



Quick Grab (KND)



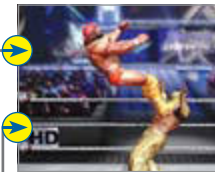
Strong Grab (KND)



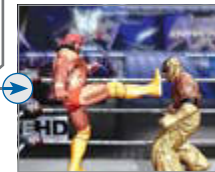
Quick Strike (KB)



Strong Strike (KND)



Quick Grab (KND)



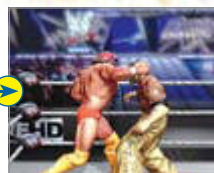
Quick Strike (KB)



Away + Quick Strike



Quick Strike



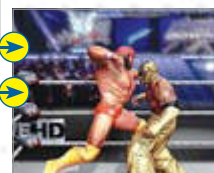
Quick Strike



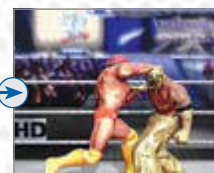
Quick Strike (KB)



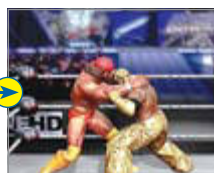
Strong Strike (KB)



Strong Strike



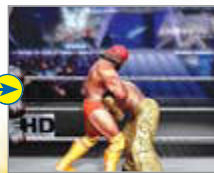
Strong Strike



Quick Grab (W-LK)



Hold Strong Strike (KND)



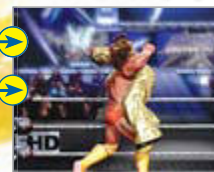
Strong Grab (S-LK)



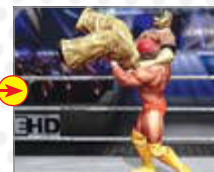
Quick Grab



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Strong Grab (STN)



Quick Strike (STN) or Strong Strike (STN) or Quick Grab (STN) or Strong Grab (STN)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)

LEGEND



The next attack in the chain **CANNOT** be blocked/reversed.



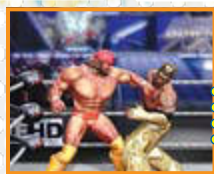
The next attack in the chain **CAN** be blocked/reversed.



The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.



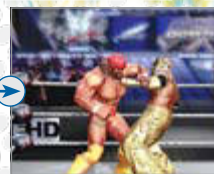
The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



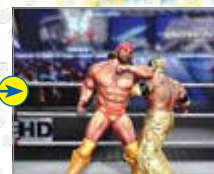
Toward + Quick Strike



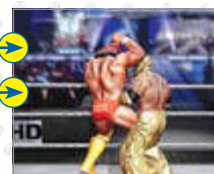
Quick Strike



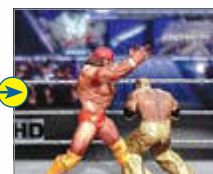
Quick Strike



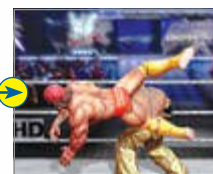
Quick Strike (KB)



Strong Strike



Quick Strike (KB)



Strong Strike (KND)



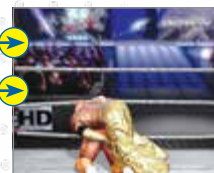
Strong Strike (KB)



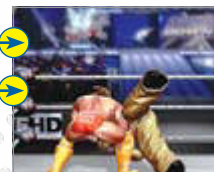
Quick Grab (W-LK)



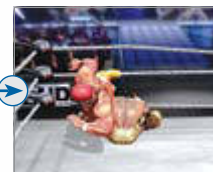
Strong Grab (S-LK)



Quick Grab (KND)



Strong Grab (KND)

Quick Strike (KND) or Strong Strike (KND)
or Quick Grab (KND) or Strong Grab (KND)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

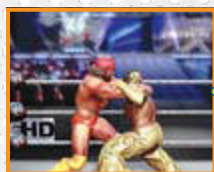


Quick Grab (KB)



Strong Grab (KND)

GRAB CHAIN COMBOS



Weak Lockup



Quick Grab (KB)

Quick Strike (KND) or Strong
Strike (KND) or Quick Grab
(KND) or Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Quick Strike, Quick Grab
Strong Strike	None
Quick Grab	Chain
Strong Grab	Quick Grab



The timing to get the knockdown state during the third part of the weak lockup grab chain combo is very strict. You must input the proper command at the same time as Randy Savage's feet touch the opponent.



Refer to each individual grab chain combo to determine when the opponent is in a knockdown state during the weak lockup grab chain combo. If you do not continue the combo after the knockdown portion, you can follow with any grounded attack.

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	SUB
Strong Strike	None
Quick Grab	Any
Strong Grab	Stun, Quick Grab

NOTE

There are no follow-up options that are guaranteed to connect after any strong lockup or side headlock attacks.



The Strong Grab after a rear waistlock places the opponent in a stun. The opponent walks forward, then falls to the ground. To connect the guaranteed Quick Grab, you must follow the opponent, then initiate the Quick Grab the moment he falls to the ground. Timing is very strict to connect this grounded attack.

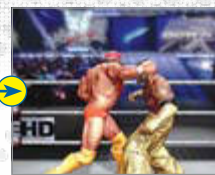
RECOMMENDED CHAIN COMBOS



Away + Quick Strike



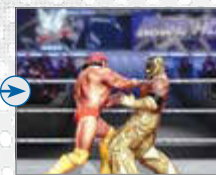
Quick Strike



Quick Strike



Strong Strike



Strong Strike

This is not a true combo series chain, but Macho Man doesn't really have any significantly useful true combo series attacks. An opponent cannot counter during this chain except for the first attack. If the first attack connects, or is blocked, Savage is safe from counters and reversals for the duration of the chain. But what makes this chain highly effectively are the last two attacks. You can hold the first Strong Strike to make it an unblockable Charge Strike; you can cancel the first Strong Strike to fake out the opponent, then execute the second Strong Strike; or you can perform the first Strong Strike, and then use a Charge Strike as the second one.

Keep in mind, when you cancel the first Strong Strike (by pressing Strong Strike a second time), the timing makes a big difference. If you cancel it early, it won't connect at all, which can throw off the opponent. If you cancel it as soon as it connects, it becomes an uninteruptable chain combo with the second Strong Strike (if you do a normal strike instead of a Charge Strike). Most opponents will have a hard time reacting to the multiple variations at the end of this chain combo. You can even shorten the chain by removing one of the Quick Strikes.

PLAYING AS "MACHO MAN" RANDY SAVAGE

"Macho Man" Randy Savage, is a unique Acrobat class character. Unlike other Acrobats, he does not rely on the rope spring cycle of attacks. In fact, his rope spring attacks are different than those of the other Acrobat characters. He also focuses more on strike-based chain combos and has a different grab chain combo than the other Acrobats. He plays more like a Brawler in many respects, but his bread and butter remains the high-flying turnbuckle attacks that he's known for.

Your main game plan with Macho Man should be to knock the opponent down, climb the turnbuckle, attack from the top of the turnbuckle, and repeat. There are a few ways you can do this: chain combos that end with knockdowns (an opponent can only counter Macho Man's chains during the first hit, last hit, or if a grab occurs), grabs, running attacks, or even rope spring attacks. During a weak lockup, Macho Man's Quick Grab starts a grab chain combo in which he performs a backflip off the opponent's chest. If you're close enough to the corner, Macho Man flips all the way back to the top of the turnbuckle. All Acrobat characters have this technique, but Macho Man's is a little bit different. If you correctly time the next attack in the grab chain combo, when Macho Man jumps off the opponent's chest, he also knocks the opponent to the mat. This is not the case with other Acrobats, and it sets up Savage's bread-and-butter turnbuckle attacks perfectly.

Once an opponent has been knocked down, head for the top of the turnbuckle. Your goal here is to hit the opponent with a Strong Strike from the turnbuckle's top. This attack cannot be countered or blocked, travels almost the entire length of the ring (an opponent has to be in the opposite corner or outside of the ring to avoid it), and is difficult to evade. If it hits, the opponent is sent flying out of the ring, or to the closest turnbuckle (depending his position). The best scenario is if the opponent slams into the turnbuckle. Not only does this inflict significant damage, but also it leaves the opponent in a slumped state, which means you can follow with your choice of guaranteed attacks.

A Quick Grab when an opponent is in a slumped state gives Macho Man time to climb the turnbuckle again to repeat the process. A Strong Grab places the opponent in a strong lockup. Macho Man doesn't get anything guaranteed after a strong lockup attack, but if the opponent has been damaged, it's possible to get a random ground stun so you can follow with guaranteed attacks. In addition, almost any strike-based chain combo you execute while an opponent is in a slumped state becomes a true combo series chain due to the extended stun of the turnbuckle.

If the opponent is closer to the side of the ring than the corner, there's a good chance he'll fly over the ropes, outside of the ring if Macho Man hits him with a Strong Strike from the top of the turnbuckle. If this happens, use a running attack to fly over the ropes and follow the opponent. Use any grounded attacks you can if the opponent is stunned, then get back in the ring. Macho Man isn't nearly as effective when he's outside of the ring. Alternatively, use Quick Strike from the top of the turnbuckle, which leaves the opponent in a juggle state. Follow with Quick Strike > Quick Strike > Quick Grab, then quickly get back to the top of the turnbuckle.

When an opponent's health meter is low, focus on knocking the opponent down to get a pin, or try to get into a weak lockup. Macho Man can pin from a weak lockup, which can be difficult to avoid given the variety of ways Macho Man can get the opponent in a weak lockup (multiple chain combos and Quick Grab). Throughout the match, keep in mind that Macho Man has a superior counter. If an opponent is not ready to reverse Macho Man's counter, it causes a stun that give Macho Man time to follow with almost any attack before the opponent can block or counter.

PLAYING AGAINST
"MACHO MAN"
RANDY SAVAGE

If you keep Randy Savage away from the turnbuckle, and prepare yourself to reverse his superior counter, there isn't much the Macho Man can do to win. First things first, know the timing needed to reverse Macho Man's counter. His superior counter will leave you stunned if it connects, but if you can reverse it, Macho Man will be the one stunned. In this situation, you can attack Macho Man before he can block or counter.

Once his counter has been neutralized, pay close attention to Savage's chain combos. You need to be able to recognize the combos that end with his Charge Strike (hold Strong Strike). He has multiple variations of this chain and can mix up how the chains end to confuse you. Block every variant until you see the Charge Strike. It is important that you react to the Charge Strike and back away. It cannot be blocked, but if you're fast enough, there's plenty of time to move away so that Macho Man misses the attack. This leaves him vulnerable to a counter attack.

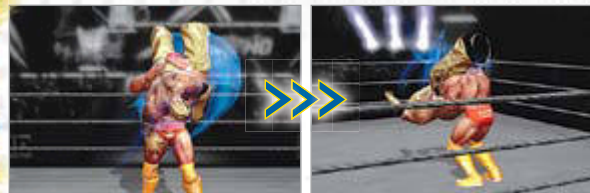
If Macho Man gets to the top of the turnbuckle, get out of the ring or head to the opposite corner as quickly as possible. If neither of these options is possible, stay away from the center of the ring and try to remain between turnbuckles, close to the ropes. If Macho Man hits you with a Strong Strike from the top of the turnbuckle while you're in this position, you will fly over the ropes and out of the ring. Not only does this reduce the damage of his attack, it also gives Macho Man fewer follow-up options.

If you're low on health, watch out for anything that puts you in a weak lockup. Macho Man can pin from his weak lockup, and has multiple ways to get into it. Be ready to counter a Quick Grab attempt, or a single attack followed by a Quick Grab (Savage's chain combos that lead into a weak lockup).

REY MYSTERIO

SIGNATURE MOVES

MYSTERIO RANA



Notation: Quick Strike + Quick Grab

ANGEL SPLASH MISS



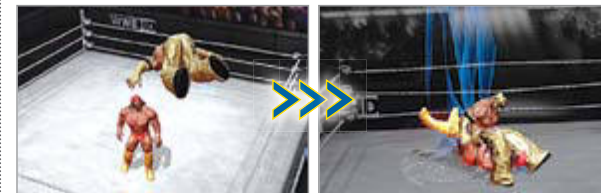
Notation: Quick Strike + Quick Grab (from the top of the turnbuckle)

WHEEL BARROW BULLDOG



Notation: Strong Strike + Strong Grab

SEATED SENTON



Notation: Strong Strike + Strong Grab (from the top of the turnbuckle)

FINISHER

619



BIO

Height: 5'6"

Weight: 175 lbs.

From: San Diego, California

Career Highlights: World Heavyweight Championship; Intercontinental Champion; Cruiserweight Champion; WWE Tag Team Champion; WCW Tag Team Champion; WCW Cruiserweight Tag Team Champion; Royal Rumble winner (2006).

PROS

- Can attack inside the ring from outside of the ring.
- Long-range Away + Quick Strike.
- Quick taunt.
- Good turnbuckle attacks.
- Rope spring attack cycle.
- Pin attempt from weak lockup

CONS

- Weak damage output.
- Limited true combo series chains.

TECHNICAL

Class: Acrobat

Counter: Normal

CHAIN COMBOS



Quick Strike



Quick Strike



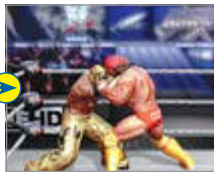
Quick Strike



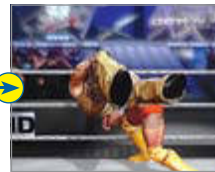
Strong Strike



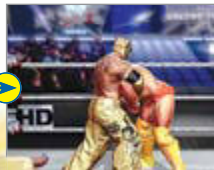
Strong Strike (KB)



Quick Grab (W-LK)



Quick Grab (KND)



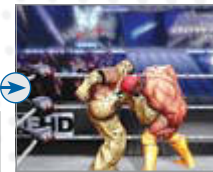
Strong Grab (S-LK)



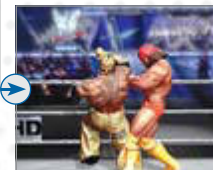
Strong Grab (KND)



Away + Quick Strike



Quick Strike



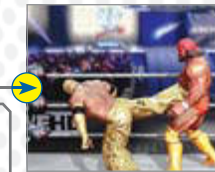
Strong Strike (KB)



Quick Grab (W-LK)



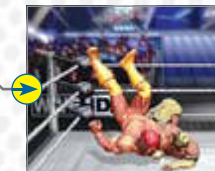
Strong Grab (S-LK)



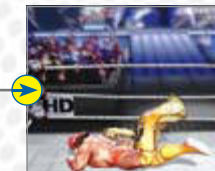
Quick Strike



Strong Strike (KND)



Quick Grab



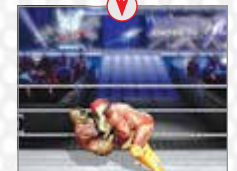
Strong Grab (KND)

LEGEND

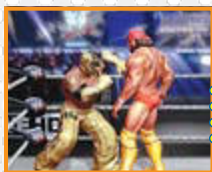
- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



Quick Grab



Quick Strike or Strong Strike or Quick Grab or Strong Grab



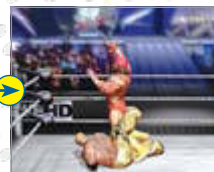
Toward + Quick Strike



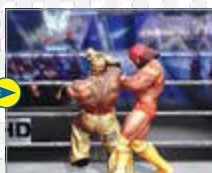
Quick Strike



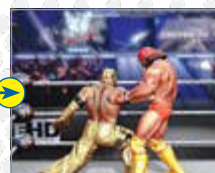
Quick Strike



Strong Strike (KND)



Strong Strike (KB)



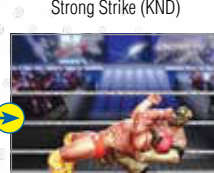
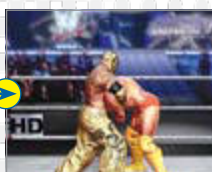
Strong Strike (KB)

Quick Strike (KND) or
Strong Strike (KND)

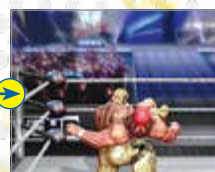
Quick Grab (W-LK)



Quick Grab (KND)

Quick Grab (KND) or
Strong Grab (KND)

Strong Grab (S-LK)



Strong Grab

GRAB CHAIN COMBOS



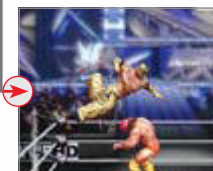
Weak Lockup



Quick Grab (KB)



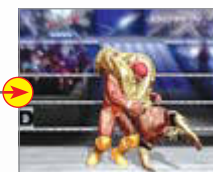
Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Chain, Quick Grab, Strong Grab
Strong Grab	None

NOTE

You can follow the grab chain combo with a grounded Quick Grab after the Strong Strike attack, and a Quick Grab or Strong Grab after the Quick Grab attack.

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



RECOMMENDED CHAIN COMBOS

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Any
Strong Strike	None
Quick Grab	Quick Grab, Strong Grab
Strong Grab	None

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	Quick Strike, Quick Grab, Strong Grab
Strong Strike	None
Quick Grab	Barrier, Quick Grab
Strong Grab	None

NOTE There are no follow-up options that are guaranteed to connect after any side headlock attack.



Away + Quick Strike



Strong Strike (KB)

Rey Mysterio is not a Superstar who relies on his chain combos. His only true combo series chain doesn't have a significant purpose, but it starts with Rey's best long-range non-turnbuckle attack, and it leaves the opponent in a knockback state. The knockback stun doesn't last very long and doesn't allow Rey to follow with any guaranteed attacks, but it does force the opponent into a guessing game. Mysterio can follow the knockback with another Away + Quick Strike or a grab.

PLAYING AS REY MYSTERIO

The acrobat of Acrobats makes his grand entrance in *WWE All Stars*. His chain combos are fairly limited, but if you focus on Rey Mysterio's turnbuckle attacks in conjunction with the standard Acrobat class rope spring cycle, you won't miss his chain combos.

You only need two things to get your offense going when playing as Rey Mysterio. You need a little bit of Energy Meter and a knockdown. Use Rey's long-range Away + Quick Strike to chip away at the opponent and build your Energy Meter. It only takes one hit to get enough Energy Meter to start the rope spring attack cycle. You can also use Away + Quick Strike to enter a weak lockup, which can lead to a knockdown and give Mysterio time to head to the top of the turnbuckle.

To initiate the rope spring cycle after a knockdown, head to the ropes and use a Running Quick Strike or Running Strong Strike as Mysterio approaches the ropes. Both attacks are very difficult to counter and cannot be blocked. The Quick Strike leads to another knockdown, while the Strong Strike knocks the opponent into a juggle state or completely out of the ring (depending on the opponent's position). Following the juggle state, you can use a Quick Grab, a Quick Strike > Quick Strike > Quick Grab combo, or just go for another rope spring attack. There are several factors that determine how much damage you can inflict during the juggle state (position of the opponent, where the attack is initiated, etc.). In some cases you may not be able to follow up at all. If this happens, just head back to the ropes to repeat the process. You want to time Mysterio's rope spring attacks so that he hits the opponent just as the opponent is standing up.

The turnbuckle attacks are a little harder to sync, but have a bigger payoff. From the top of the turnbuckle, use Strong Strike or Strong Grab. Neither attack can be blocked or countered and both lead to a slumped state in almost every case (the position of the opponent may send him flying out of the ring instead). Both attacks cover almost the entire length of the ring and are very difficult to avoid. Follow a rope spring attack with a turnbuckle attack, pummel the opponent while he's in a slumped state, then perform another rope spring attack. This cycle of attacks maximizes Mysterio's damage while keeping the opponent almost completely helpless. When the opponent is low on health, a weak lock leads directly into a pin attempt. Use Away + Quick Strike or a Quick Grab to enter a weak lockup and seal the match.

PLAYING AGAINST REY MYSTERIO

The best way to defend against Rey Mysterio is to keep him away from the ropes and the top of the turnbuckle. If you can do this, you have effectively destroyed his entire offense. You can block at multiple points throughout Rey Mysterio's chain combos, but even if you get hit, the damage inflicted is minimal. The only ways Mysterio can rack up the damage is via his turnbuckle attacks or his rope spring cycle.

Try to keep the battle near the center of the ring, away from the ropes and the corners. If Mysterio gets a knockdown, he will attempt to head to the ropes or the top of the turnbuckle. If this happens, you need as much time as you can get to move to the opposite corner or get out of the ring. Mysterio's turnbuckle attacks reach almost the entire length of the ring, so if you're not in the opposite corner or outside of the ring, chances are you're going to take a hit.

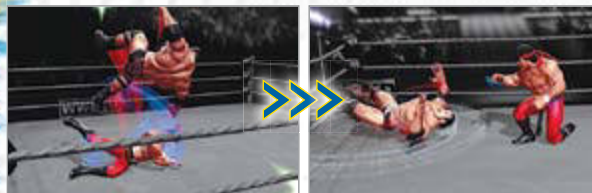
If Mysterio gets off an attack, try to use a running attack as quickly as possible. Your objective is not to hit Mysterio, but to get yourself into an attack to potentially avoid anything Mysterio can do. This is a last attempt to avoid Mysterio's cycle of attacks, but with proper timing it works.



RICKY "THE DRAGON" STEAMBOAT

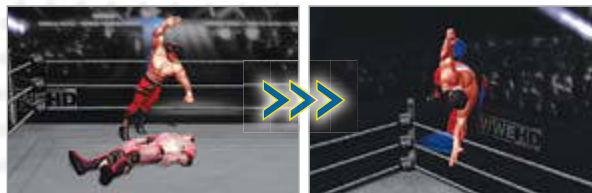
SIGNATURE MOVES

ARM DRAG TOSS



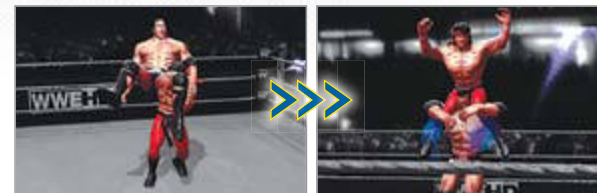
Notation: Quick Strike + Quick Grab

SPIN CHOP



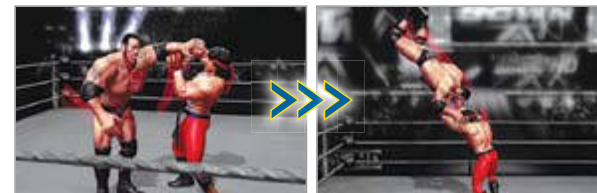
Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab (opponent must be knocked down)

ATOMIC ELECTRIC CHAIR



Notation: Strong Strike + Strong Grab

WRIST LOCK LIFT SLAM



Notation: Away + Strong Strike + Strong Grab



You cannot be right on top of the grounded opponent to properly execute the Spin Chop. Back away slightly, then perform the Signature Move.

FINISHER

TOP ROPE KARATE CHOP



BIO

Height: 5'10"

Weight: 235 lbs.

From: Honolulu, Hawaii

Career Highlights: NWA Champion; Intercontinental Champion; United States Champion; NWA Tag Team Champion; WCW Tag Team Champion.

PROS

- > Finisher hits opponents standing or grounded.
- > Spin Chop Signature Move for grounded opponents.
- > Long-range Quick Strike.
- > Rope spring attack cycle.
- > Pin attempt from weak lockup.

CONS

- > Very few useful chain combos.
- > Limited turnbuckle attacks.
- > Weak damage output.

TECHNICAL

Class: Acrobat

Counter: Normal

CHAIN COMBOS



Quick Strike



Quick Strike



Quick Strike (KB)



Strong Strike (KB)



Strong Strike (KND)



Quick Grab (W-LK)



Quick Grab (KND)



Strong Grab (S-LK)



Strong Grab



Away + Quick Strike



Quick Strike



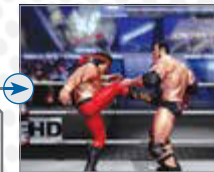
Strong Strike (KB)



Quick Grab (W-LK)



Strong Grab (S-LK)



Quick Strike



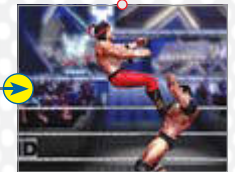
Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

Quick Strike or Strong Strike or
Quick Grab or Strong Grab

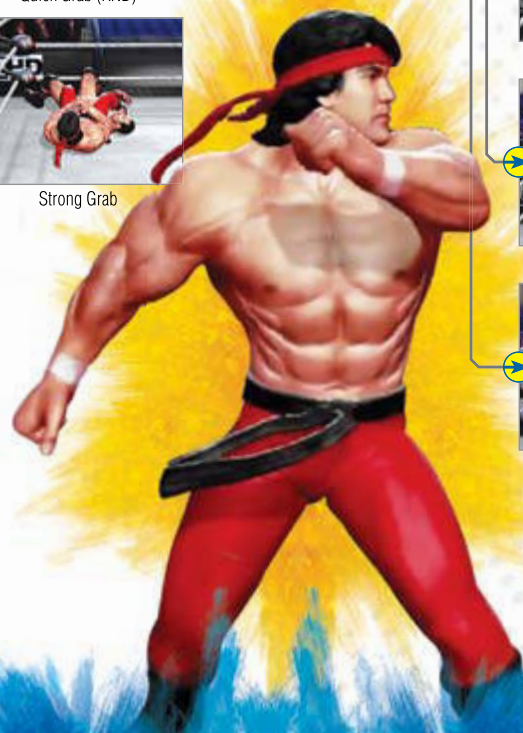
Quick Grab

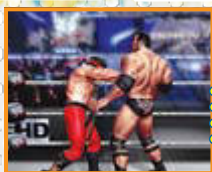


Quick Strike (KND)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.





Toward + Quick Strike

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Chain, Quick Grab, Strong Grab
Strong Grab	None

NOTE

You can follow the grab chain combo with a grounded Quick Grab after the Strong Strike attack, and a Quick Grab or Strong Grab after the Quick Grab attack.



Quick Strike



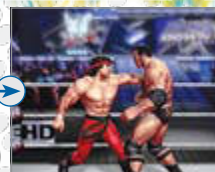
Strong Strike (KB)



Quick Grab (W-LK)



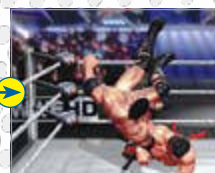
Strong Grab (S-LK)



Quick Strike (KB)



Strong Strike (KND)

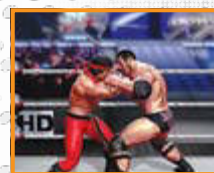


Quick Grab



Strong Grab (KND)

GRAB CHAIN COMBOS



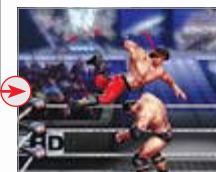
Weak Lockup



Quick Grab (KB)



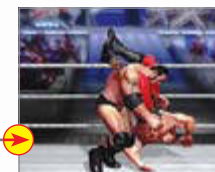
Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

NOTE

There are no follow-up options that are guaranteed to connect after any strong lockup or side headlock attack. Ricky Steamboat does not have any recommended chain combos.

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	None
Strong Grab	SUB

PLAYING AGAINST RICKY "THE DRAGON" STEAMBOAT

Ricky "The Dragon" Steamboat is probably the weakest of the Acrobat class characters. He has the rope spring attack cycle that most of the other Acrobat characters have, but he lacks useful chain combos and his turnbuckle attacks are fairly lackluster. The Dragon is the only Superstar or Legend in the game who does not have a chain combo he can rely on.

To Ricky's advantage, his Quick Strike has relatively long range. Unfortunately, any chain combo The Dragon attempts after the Quick Strike can be blocked or countered. In fact, every single chain combo Steamboat has can be blocked or countered after the first attack. Despite this fact, use Quick Strike from maximum range to build up enough Energy Meter to initiate the rope spring attack cycle. You only need to connect with the attack once to have enough Energy Meter to use a rope spring attack.

Once you have the necessary Energy Meter, head straight for the ropes and use a Quick Strike or Strong Strike rope spring attack (as you approach the ropes, run and press Quick or Strong Strike). The Quick Strike attack knocks an opponent down, which allows Steamboat to head back to the ropes for another rope spring attack. The Strong Strike knocks the opponent into the ropes and leaves him in a juggle state. Depending on the position of the opponent and where The Dragon uses the rope spring attack, you can follow the juggle state with Quick Grab, Quick Strike > Quick Strike > Quick Grab. In some cases, there's no follow-up at all. In such instances, just head back to the ropes to perform another rope spring attack.

Your only focus with The Dragon should be to time your rope spring attacks so that they connect with the opponent just as he's getting off the ground. The attacks are extremely difficult to counter and cannot be blocked, so most opponents will have a difficult time defending against them if you time the attacks properly. The Strong Strike rope spring attack can sometimes launch the opponent out of the ring. If this occurs, follow with a running attack to leap out of the ring, hit the opponent with any grounded attacks you can pull off, then head back into the ring. The Dragon is at a severe disadvantage when doing battle outside of the ring.

When an opponent's health is low, do whatever you can to enter a weak lockup or knock the opponent down. Ricky can go from a weak lockup directly into a pin, so use Quick Grab or a chain combo to get into a weak lockup. An opponent can counter the weak lockup attempt in both situations, but you only need to connect one time to get the pin and win the match.

PLAYING AGAINST RICKY "THE DRAGON" STEAMBOAT

Ricky has only one way to inflict significant damage, and that's to get you in a rope spring cycle. All of his chain combos can be blocked or countered after the first attack. However, even if they connect, the damage they inflict is not significant. Just make sure you don't allow The Dragon to get near the ropes. If he does, you need to get out of the ring as quickly as possible, or stay as close to the turnbuckle as you can.

When you're outside of the ring, Steamboat cannot use the rope spring attack cycle. If you don't want to leave the ring, staying near the turnbuckle makes it difficult for Steamboat to time his rope spring attacks to catch you in the rope spring cycle. Either option allows for a good defense against the rope spring cycle.

If your health is low, just watch out for any knockdowns or weak lockup attempts. You can counter every single weak lockup attempt Ricky has. But if he gets you in a weak lockup, he can transition directly into a pin. He also has a Signature Move that hits grounded opponents, and his Finisher hits opponents either grounded or standing. Keep this in mind if you health is getting low, and be ready for grab and chain combos as Steamboat tries to knock you down.

ALL-STAR

THE ROCK

SIGNATURE MOVES

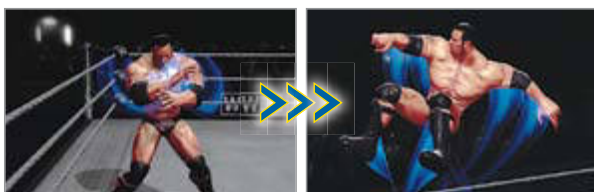
BACK SLAM

**Notation:** Quick Strike + Quick Grab

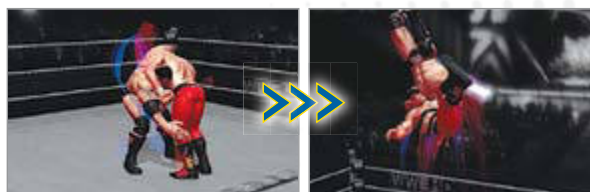
SPINEBUSTER

**Notation:** Away + Quick Strike + Quick Grab

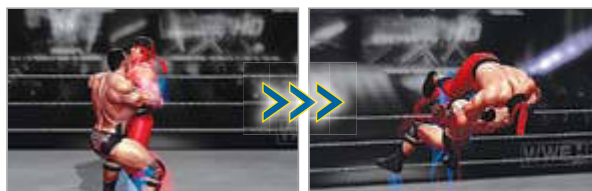
PEOPLE'S ELBOW

**Notation:** Quick Strike + Quick Grab (opponent must be knocked down)

SWINGIN' NECKBREAKER

**Notation:** Strong Strike + Strong Grab

BELLY 2 BELLY SUPLEX

**Notation:** Away + Strong Strike + Strong Grab

FINISHER: ROCK BOTTOM



BIO

Height: 6'5"**Weight:** 260 lbs.**From:** Miami, Florida

Career Highlights: WWE Champion; Intercontinental Champion; World Tag Team Champion; Royal Rumble winner (2000); WCW Champion

TECHNICAL

Class: Brawler**Counter:** Normal

PROS

- > Peoples Elbow Signature Move hits grounded opponents.
- > Charge Strike juggles opponent.
- > Can use Charge Strike in chain combos.

CONS

- > No grab chain combos.
- > Weak against defensive opponents.

CHAIN COMBOS

LEGEND

➡ The next attack in the chain **CANNOT** be blocked/reversed.

➡ The next attack in the chain **CAN** be blocked/reversed.

➡ The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

➡ The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



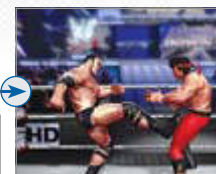
Quick Strike



Quick Strike



Quick Strike



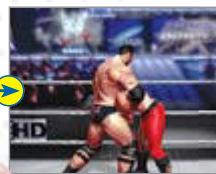
Quick Strike (KB)



Strong Strike (KB)



Quick Grab (W-LK)



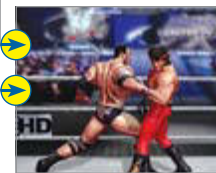
Strong Grab (S-LK)



Quick Grab (KND)



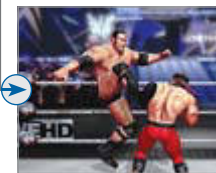
Strong Grab (KND)



Strong Strike



Quick Strike (KB)



Strong Strike (KND-S)



Quick Grab (KND)

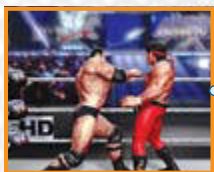


Strong Grab (SUB)





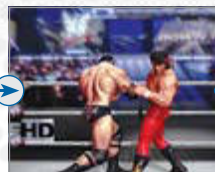
RECOMMENDED CHAIN COMBOS



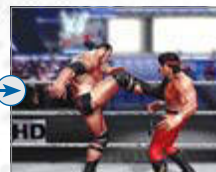
Quick Strike



Quick Strike



Quick Strike



Quick Strike (KB)

The Rock's main true combo series chain consists of four attacks and ends with a knockback. It should be used to keep his offensive momentum going—it's important to stay as offensive as possible with The Rock. When an opponent is close to the ropes (but not directly against them), use this combo to give The Rock another guaranteed follow-up after it connects. The proximity to the ropes (or any other barrier) keeps The Rock close enough to the opponent to attack before the opponent recovers from the knockback state.



Quick Strike



Quick Strike



Strong Strike



Strong Strike (KND-S)

This chain combo can be blocked at the first Strong Strike, but because it's a Strong Strike, the opponent cannot use a counter. Therefore, there's no danger to The Rock as long as the first attack of the chain is not countered. If the first Strong Strike hits, the second Strong Strike cannot be blocked or countered, which leaves the opponent in a knockdown-sitting state, and allows The Rock to follow with an attack of his choice.

Use the first three attacks of this chain frequently, and mix in The Rock's Quick Strike > Quick Strike > Quick Grab and Quick Strike > Quick Strike > Strong Grab chains to keep the opponent on his toes. Once the opponent is accustomed to the three-hit combo, use the second Strong Strike to catch him off guard. If it hits, you get the knockdown-sitting stun. If it's blocked, The Rock is in no danger.



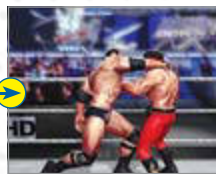
Away + Quick Strike



Quick Strike



Quick Strike



Strong Strike (KB)

The Rock's Away + Quick Strike chain combo can be blocked after the first attack (which consists of two hits). However, only the first attack can be countered. As long as it's blocked or hits, The Rock is safe from a counter for the duration of the combo. The last attack of the chain has a few variations. As it's listed here, it can be blocked, but leaves the opponent in a knockback state if it connects. If you hold Strong Strike, The Rock initiates his Charge Strike. After a full charge is launched the opponent into a juggle state. Now a savvy opponent will see the Charge Strike coming and back away or interrupt it (it can't be blocked). Release Strong Strike at random times before The Rock reaches a full charge. This will confuse the opponent and give you an opportunity to connect with the full charge or hit with a partial charge version (which still ends in a knockback).

PLAYING AS THE ROCK

If you can't smell what The Rock is cooking, it's probably because The Rock is too busy working hard to win matches. The Rock is capable of defeating any Superstar or Legend in the game, but he has to work a little bit to achieve this feat. As a Brawler, The Rock doesn't really have much to rely on other than his chain combos (which are all strike-based). The Rock doesn't get any guaranteed follow-up attacks from his various grabs (weak lockup, rear waistlock, etc.), and although there are times when an opponent will be stunned on the ground (allowing for a follow-up), you can't rely on this.

You must use The Rock's various chain combos, in conjunction with his Charge Strike, to keep up a steady stream of strikes. The Rock needs to stay on offense as long as possible, because he can't do much else. Use The Rock's recommended combos to maintain pressure on the opponent. Always be aware of your position in the ring. The Rock's Strong Strike and Charge Strike both reach just shy of halfway across the ring. If an opponent is backing away and reaches the ropes of turnbuckle, go right into a Charge Strike from maximum range. In this situation, the opponent will have a difficult time avoiding the unblockable attack.

The Charge Strike is an integral part of The Rock's game plan. It can be used in chain combos (see the recommended combos section) or as a stand-alone attack. In either case, it's one of The Rock's most damaging attacks and it launches the opponent into a juggle state. In most cases, you can follow with Quick Strike > Quick Strike > Quick Grab for solid damage. If you can hit one of The Rock's chain combos that ends with the Charge Strike, and then add the juggle combo as a follow-up, it takes almost a full bar off the opponent's health meter. The Charge Strike is also great to use after knocking an opponent to the ground. Back up a little bit and initiate the Charge Strike just as the opponent starts to stand up.

Unfortunately, The Rock doesn't have the ability to pin opponents using any method other than a standard pin. However, he can use a Signature Move while an opponent is grounded. Any time you score a knockdown, if the opponent is stunned on the ground and you have a Signature Move available, go for it!

PLAYING AGAINST THE ROCK

There isn't much you need to worry about when facing off against The Rock. His only form of offense is his various chain combos. He doesn't have any grab chain combos, and most of his strike-based chains can be blocked after the first or second hit. However, The Rock will try to keep you at bay throughout most of the match with a flurry of attacks. He'll also try to use his Charge Strike whenever possible.

If you see The Rock pause during a chain combo, start to back away. Do not try to attack immediately after The Rock pauses. If you do this, you're playing right into his hands. He wants you to attack so he can interrupt your attack with the rest of his chain combo or a canceled Charge Strike. It is also very important to pay close attention to The Rock as you're getting up off the ground. If The Rock attempts to use a Charge Strike in this situation, get up and back away as quickly as possible. You cannot block the Charge Strike, and it's difficult to evade while you're getting off the ground. If you're hit by it, you'll see a large chunk of your health meter fade away, so avoid it whenever possible.

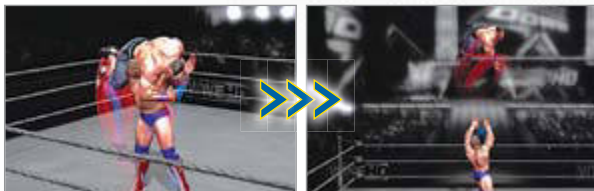
The Rock doesn't have any unique ways to pin you, so if your health meter is low, just avoid getting knocked down. You don't need to worry about specific attacks that lead into pins, just stay focused and don't let The Rock get into an offensive rhythm. Use counters whenever possible and back away as soon as you see The Rock pause, and you should be fine.

ALL-STAR

"ROWDY" RODDY PIPER

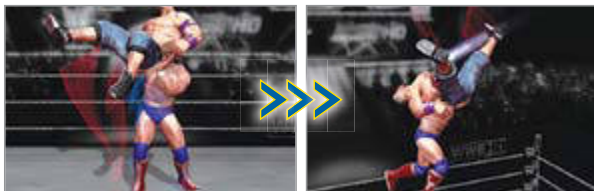
SIGNATURE MOVES

AIRPLANE SPIN



Notation: Quick Strike + Quick Grab

ATOMIC DROP KICK



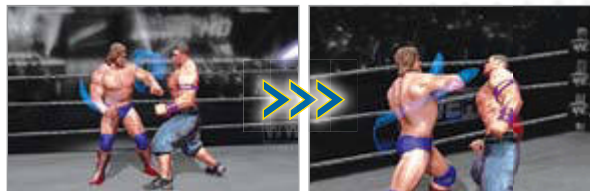
Notation: Away + Quick Strike + Quick Grab

HAYMAKER



Notation: Strong Strike + Strong Grab

PUNCH FLURRY



Notation: Away + Strong Strike + Strong Grab

FINISHER

SLEEPER HOLD



BIO

Height: 6'2"

Weight: 235 lbs.

From: Glasgow, Scotland

Career Highlights: Intercontinental Champion; United States Champion; World Tag Team Champion.

TECHNICAL

Class: Brawler

Counter: Normal

PROS

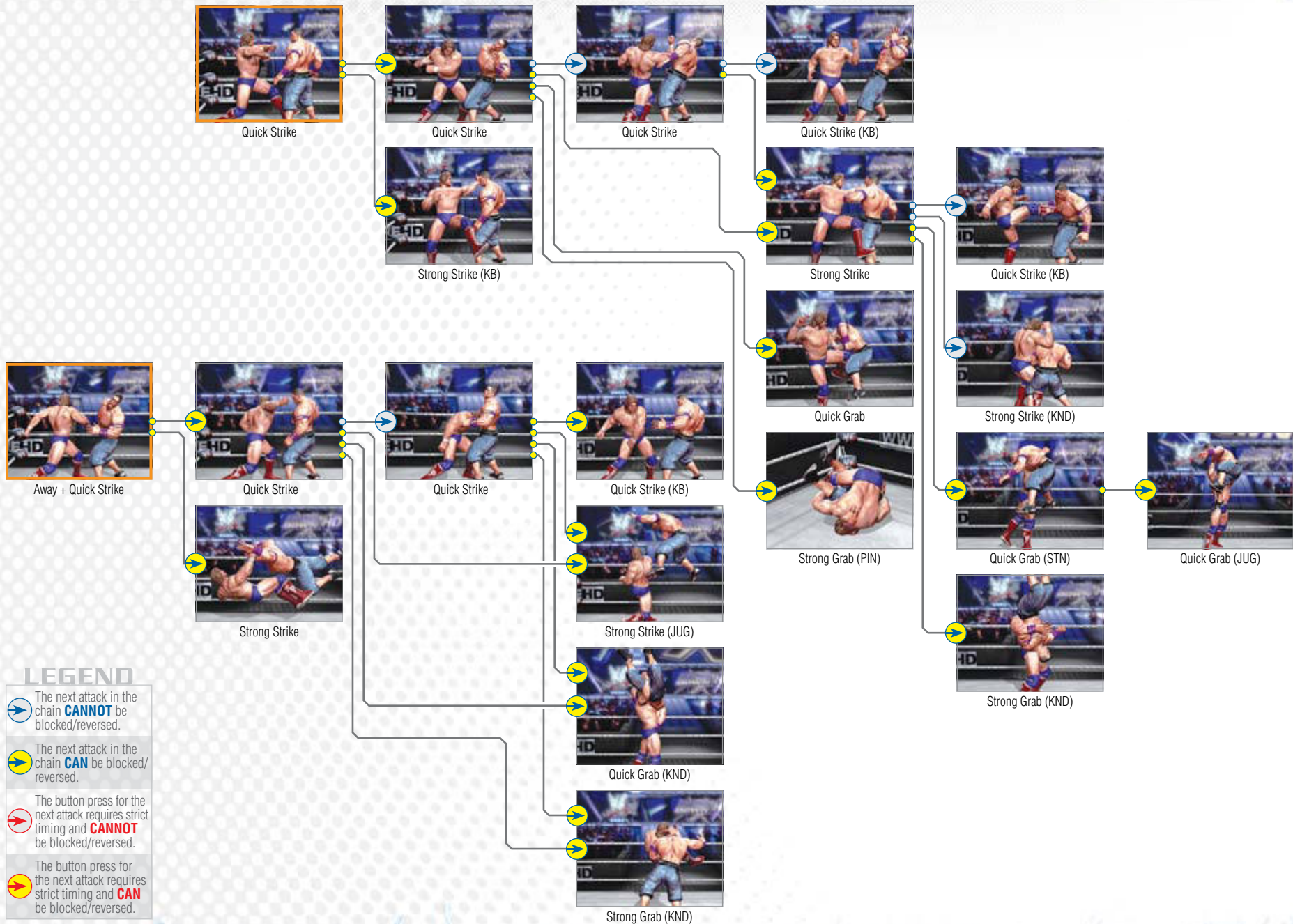
- > Strong Strike juggles opponent.
- > Multiple stuns during chain combos.

CONS

- > Charge Strike has limited range and does not juggle.
- > Very few useful chain combos.
- > No true combo series chains.



CHAIN COMBOS





Toward + Quick Strike



Quick Strike



Quick Strike



Quick Strike (KB)



Strong Strike (KB)



Strong Strike

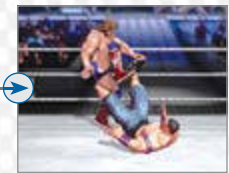


Quick Strike (KND-S)

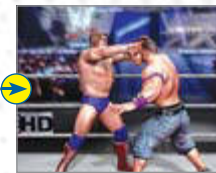
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



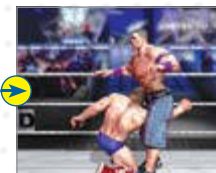
Strong Strike (KND)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Quick Grab (STN)



Strong Grab (KND)



Quick Grab (STN)

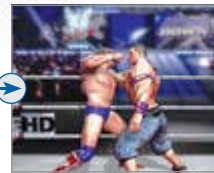
GRAB CHAIN COMBOS



Weak Lockup



Quick Strike



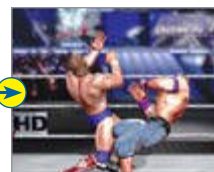
Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

NOTE

Roddy Piper gets a guaranteed Quick Grab on a grounded opponent after any of the weak lockup grab chain combos.

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Chain
Strong Strike	Stun
Quick Grab	Any
Strong Grab	Stun

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	None
Strong Grab	Barrier, Any

NOTE

There are no follow-up options that are guaranteed to connect after any rear waistlock or side headlock attacks.

RECOMMENDED CHAIN COMBOS

Toward + Quick Strike



Quick Strike



Quick Grab (STN)

This chain and the Toward + Quick Strike (>) Quick Strike (>) Strong Grab chain combo are the other two chain combos that are effective for Roddy Piper. Unlike most of Roddy's other chain combos, it doesn't matter if most of the chain is blocked, the grab at the end of the combo will still execute. While the Quick Grab can be countered, if it connects, the opponent is stunned. This gives Roddy a guaranteed follow-up of almost any kind, but your best option is to use Strong Strike to juggle the opponent, then follow with Quick Strike > Quick Strike > Quick Grab (or just Quick or Strong Grab if you have trouble timing the full juggle combo). You can also change the last attack to a Strong Grab to score a knockdown with a guaranteed Quick Grab follow-up on the grounded opponent.

PLAYING AS "ROWDY" RODDY PIPER

"Rowdy" Roddy Piper tries to play dirty and take every advantage he can get, but in *WWE All Stars*, he has only one tactic he can rely on. For the most part, his chain combos are fairly limited. Some of them lead into stuns and short grab chain combos, but all of them can be blocked after the first attack, and many of the stuns will not execute if an opponent is blocking. (Roddy cannot continue attacking if the opponent blocks the first few attacks of a chain combo.) To make matters worse, Piper's Charge Strike has minimal range and doesn't leave the opponent in a juggle state, which limits Roddy's follow-up damage.

What Roddy does have is Toward + Quick Strike (>) Quick Strike (>) Quick Grab and Toward + Quick Strike (>) Quick Strike (>) Strong Grab. As long as you mix in stand-alone Quick and Strong Grabs just enough to prevent an opponent from countering the first attack in these combo chains, you'll have the upper hand against most opponents. Unlike Piper's other chain combos, even if the opponent blocks the entirety of the combo, the grabs at the end still execute.

The variation of the chain that ends with a Quick Grab leaves the opponent stunned long enough for Piper to follow up with almost any attack. He can use any of his chains, Strong Strike, Quick Grab (you must be very fast to connect the Quick Grab), or Strong Grab. His chain combos can be blocked after the first few attacks, and the Quick Grab requires precise timing, so your best follow-up options are Strong Strike or Strong Grab.

If you opt to go with Strong Strike, Roddy launches the opponent into a juggle state. At this point you can follow with Quick Strike > Quick Strike > Quick Grab, but the timing is a little tricky. You need to slightly delay the first Quick Strike in order for the entire juggle combo to connect. If you have trouble, use a stand-alone Quick or Strong Grab instead.

Using the Strong Grab option puts the opponent in a strong lockup. If you're close to the ropes, use the Strong Strike attack from a strong lockup to get a guaranteed follow-up when the opponent hits the ground.

If you're skilled, use Quick Grab after the stun to get a weak lockup. This allows you to go into a chain combo with guaranteed follow-up attacks, initiate two different stuns, or use another attack with guaranteed follow-ups. No matter what you choose, you'll either be inflicting heavy damage, or keeping Roddy on the offensive. Both stuns from the weak lockup allow Roddy to follow with almost any other attack. Use Roddy's recommended combo again to repeat the process.

It's possible for an opponent to perform a reversal on the grabs that lead into stuns, but if you mix up your attacks enough, this won't happen often. Keep in mind, you can perform a double reversal on the opponent's initial reversal, or a reversal blocker as you're initiating the grabs. Be ready to perform both of these techniques against skilled opponents.

PLAYING AGAINST "ROWDY" RODDY PIPER

There is one thing you need to fear when you face "Rowdy" Roddy Piper: Beware of his recommended chain combo. If you get hit with this combo or the Strong Grab variant of the combo, a skilled Roddy Piper player can keep you in a stunned state until you perform a counter or reversal. If you're good at counters and reversals, this match won't be difficult.

However, if you're not up to par, things could get messy.

If the Piper player uses any chain combo other than the recommended one, just hold the Block button and not only will you block after the first attack (which is two hits in many cases), but if you continue blocking Roddy will stop his combo after a few attacks. This nullifies all of Roddy's chain combos except for the recommended combos.

Learn the timing to perform a reversal at the end of Roddy's recommended chain combo. It is imperative that you escape either grab that he can end with. If you can do this, Roddy will have very little to work with and you can stick to your character's normal game plan to win the match.



ALL-STARS

SHAWN MICHAELS

SIGNATURE MOVES

TEARDROP SUPLEX



Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab

FRONT FLIP ELBOW DROP



Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab (from the top of the turnbuckle)

FIGURE FOUR



Notation: Strong Strike + Strong Grab

FLYING FOREARM KIPUP



Notation: Running + Strong Strike + Strong Grab or Running + Quick Strike + Quick Grab

FINISHER

SWEET CHIN MUSIC



BIO

Height: 6'1"

Weight: 225 lbs.

From: San Antonio, Texas

Career Highlights: WWE Champion; World Heavyweight Champion; Intercontinental Champion; European Champion; World Tag Team Champion; Royal Rumble winner (1995 and 1996); WWE Hall of Fame Class of 2011

TECHNICAL

Class: Acrobat

Counter: Normal

PROS

- > Flying Forearm Kipup Signature Move is a strike attack.
- > Signature Move during chain combos.
- > Rope spring attack cycle.
- > Pin attempt from a chain combo or weak lockup.

CONS

- > Weak damage potential.
- > Very limited when outside of the ring.



CHAIN COMBOS

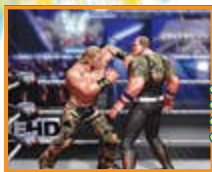


LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

NOTE

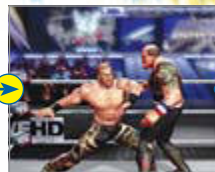
You must have a Signature Move stocked (enough Energy Meter to use at least one Signature Move) to use a Signature Move in a chain combo.



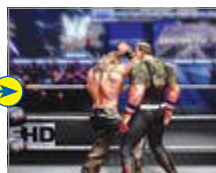
Toward + Quick Strike



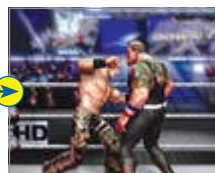
Quick Strike



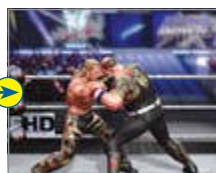
Quick Strike (KB)

Quick Strike + Quick Grab
(Signature Move)

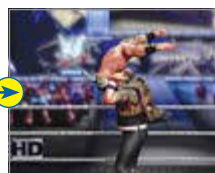
Strong Strike (KB)



Strong Strike (KND)



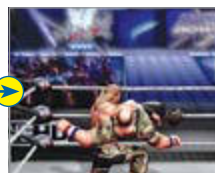
Quick Grab (W-LK)



Quick Grab



Strong Grab (S-LK)



Strong Grab

NOTE

You must have a Signature Move stocked (enough Energy Meter to use at least one Signature Move) to use a Signature Move in a chain combo.

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Chain
Quick Grab	None
Strong Grab	PIN

NOTE

Shawn Michaels gets a guaranteed Quick Grab on a grounded opponent after the Strong Strike attack from the weak lockup grab chain combo. However, unlike other Acrobat class characters, Michaels does not have a chain combo after the weak lockup Quick Grab attack.

NOTE

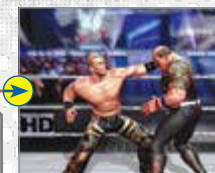
There are no follow-up options that are guaranteed to connect after any side headlock attacks.

GRAB CHAIN COMBOS

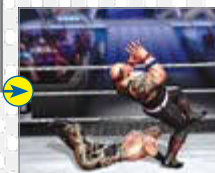
Weak Lockup



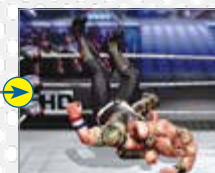
Strong Strike



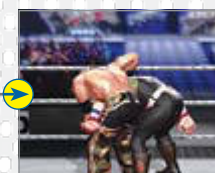
Quick Strike (KB)



Strong Strike (KND)



Quick Grab



Strong Grab (KND)

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Quick Grab
Strong Grab	SUB

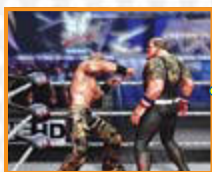
TIP

The Quick Grab after a rear waistlock places the opponent in a stun. The opponent walks forward, then falls to the ground. To connect the guaranteed Quick Grab, you must follow the opponent, then initiate the Quick Grab the moment he falls to the ground. Timing is very strict to connect this grounded attack.

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Quick Strike, Quick Grab, Strong Grab
Strong Strike	Quick Grab
Quick Grab	None
Strong Grab	Quick Strike, Quick Grab, Strong Grab

RECOMMENDED CHAIN COMBOS



Away + Quick Strike



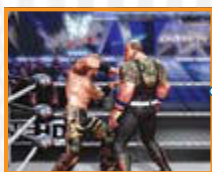
Quick Strike



Quick Strike (KB)

Quick Strike + Quick Grab
(Signature Move)

Shawn Michaels has two different chain combos that end with a Signature Move. The one listed here, as well as one starting with Toward + Quick Strike. It is important to note that if the Quick Strike just before the Signature Move connects in either combo, the Signature Move will miss unless you're close enough to the ropes or some other barrier. The last Quick Strike knocks the opponent back just far enough to be outside of the range of the Signature Move. It is also possible to counter the Signature Move, but unless the opponent is expecting it, and has good countering skills, it's unlikely to happen. If the last Quick Strike is blocked, go for the Signature Move, if it hits and you're not close to any barriers, do not use the Signature Move.



Away + Quick Strike



Quick Grab (W-LK)

This chain combo allows Shawn Michaels to get into a weak lockup if Away + Quick Strike connects (the Quick Grab will not execute if Away + Quick Strike is blocked). From a weak lockup, Michaels can attempt a pin, or go for a grab chain combo that allows him to connect with guaranteed attacks after the opponent is knocked to the ground. In either case, it's beneficial for Michaels to get the opponent in a weak lockup.

PLAYING AS SHAWN MICHAELS

Shawn Michaels plays like most of the other Acrobat class characters. He relies heavily on the rope spring attack cycle to keep an opponent down and rack up the damage. He also has a few tricks up his sleeves, which involve his Signature Moves, but otherwise he's fairly average. Most of his chain combos are limited because an opponent can block after the first attack. Luckily, Michaels can still continue his chain combos even if the opponent blocks. You can use this talent to connect Quick Grab or Strong Grab at the end of Michaels's chain combos to catch an opponent off guard.

Unlike most other Superstars and Legends, Michaels actually excels when his chain combos are blocked. Because the opponent can't counter most of Michaels's chains after the first hit, this puts the opponent in a guessing game. Michaels can end his combos with a grab, a Signature Move, or a normal strike.

If you have enough Energy Meter to use a Signature Move, start either chain combo that ends with a Signature Move, and if the opponent blocks the last Quick Strike just before the Signature Move, go for the big damage. Unless an opponent is waiting for the Signature Move, it's extremely difficult to avoid it. A skilled opponent can counter the Signature Move, but even that requires precision timing and is not easy to do. If the counter is mistimed, the opponent takes big damage, but if the counter is successful, Michaels takes no damage. It's a very good situation for Michaels to be in.

The real bread and butter of Shawn Michaels's offense is the same rope spring cycle that many of the other Acrobat characters utilize so well. You need to hit the opponent at least one time to get enough Energy Meter to use a running attack. At this point, head for the ropes and use a Running Quick Strike or Running Strong Strike as you approach the ropes. This initiates a rope spring attack.

The Quick Strike attack knocks the opponent down and allows Michaels to head back to the ropes for another rope spring attack. The Strong Strike sends the opponent flying into the ropes and leaves him in a juggle state. Depending on the position of the opponent, Michaels can follow with a full juggle combo (Quick Strike > Quick Strike > Quick Grab) or just a grab. In some cases, Michaels cannot get any follow-ups. In this situation, or after a juggle combo, head back to the ropes for another rope spring attack. If the opponent is too close to the ropes, the Strong Strike knocks him over the ropes and outside of the ring. Use a running attack to follow the opponent out of the ring, but head back into the ring as quickly as possible. Michaels is somewhat limited without the rope spring cycle to rely on.

Your goal when using the rope spring cycle is to time the rope spring attacks so that they hit the opponent just as the opponent stands up from the previous rope spring attack. With proper timing, Michaels can make it very difficult for an opponent to escape this series of attacks.

When an opponent has low health, Michaels can perform a pin from a weak lockup or a chain combo. Keep in mind the fact that Michaels's Flying Forearm Kipup Signature Move is a strike attack. It's difficult to evade or counter, and cannot be blocked, which makes it ideal for inflicting big damage on an unsuspecting opponent.

PLAYING AGAINST SHAWN MICHAELS

The "Heartbreak Kid" uses the rope spring cycle like most of the other Acrobat class characters. But in addition to defending against that, you'll need to keep a close eye on his chain combos. Unlike most other Superstars and Legends, Michaels can use a Signature Move at the end of his chain combos. He also has a strike-based Signature Move that can be hard to evade if you're not ready for it. To top things off, while you can block most of his chain combos on the second attack, he can continue his combos to the end, which makes it difficult to avoid grabs or a Signature Move that may occur at the end of the combo.

Your first order of business is to learn Shawn's combos. You need to know when he can end a combo with a Signature Move and when he can use a grab. This is important so that you're ready to counter or reverse the grab, or evade the Signature Move. The best way to avoid his Signature Move is to let the last Quick Strike before the Signature Move connect. This may sound odd, but as long as you're not up against a barrier of some sort, if the last Quick Strike hits you, the knockback will push you far enough away to automatically avoid the coming Signature Move. When the Signature Move misses, you have ample time to counterattack while Michaels is still recovering from his missed attack. If the last Quick Strike is blocked, Michaels is still within range to hit it and you'll have to either walk backward to avoid the Signature Move, or try to counter. The timing to counter it is strict, and if you walk back you'll be moving closer to a barrier.

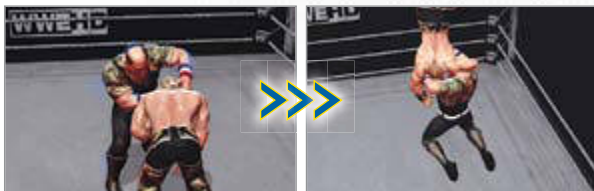
If Michaels starts the rope spring cycle, there are a few ways you can counter it. The easiest way is simply to get out of the ring. This completely nullifies the rope spring cycle because Michaels can't use it outside of the ring. If you wish to stay in the ring, head toward the turnbuckle. If you stay in the corner, it's harder for Michaels to connect with the rope spring attacks and keep you in the cycle. If neither of these two choices is a good option for you, try a running attack while Michaels makes his way to the ropes. Often this causes the rope spring attack to miss, or knocks you far enough away to avoid the next attack.

ALL-STARS

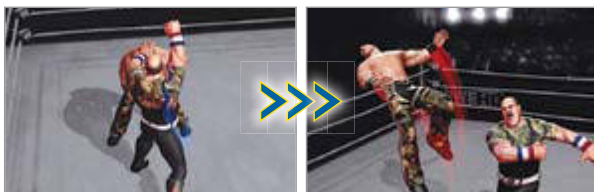
SGT. SLAUGHTER

SIGNATURE MOVES

INVERTED SUPLEX SLAM

**Notation:** Quick Strike + Quick Grab

PUNCH COMBO

**Notation:** Away + Quick Strike + Quick Grab

GUTBUSTER

**Notation:** Strong Strike + Strong Grab

SLAUGHTER CANNON

**Notation:** Quick Strike + Quick Grab or Strong Strike + Strong Grab
(from the top of the turnbuckle)

FINISHER

COBRA CLUTCH



BIO

Height: 6'5"**Weight:** 310 lbs.**From:** Parris Island, South Carolina**Career Highlights:** WWE Champion; United States Champion; WWE Hall of Fame (2004).

TECHNICAL

Class: Brawler**Counter:** Superior

PROS

- > Strong Strike juggles opponent.
- > Has chain combo mix-ups even when blocked.
- > Superior counter.

CONS

- > No true combo series chains.
- > Most useful attacks are easily blocked.


CHAIN COMBOS

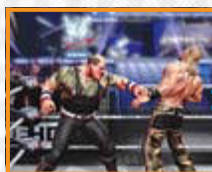
LEGEND

 The next attack in the chain **CANNOT** be blocked/reversed.

 The next attack in the chain **CAN** be blocked/reversed.

 The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

 The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



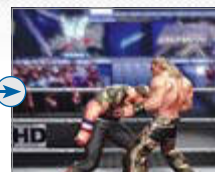
Quick Strike



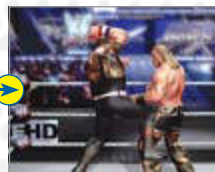
Quick Strike



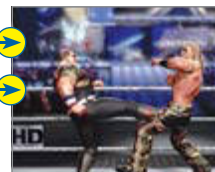
Quick Strike



Quick Strike (KB)



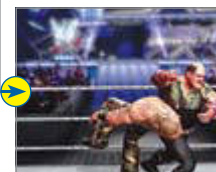
Strong Strike (KB)



Strong Strike



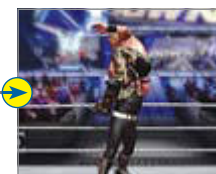
Quick Strike (KND-S)



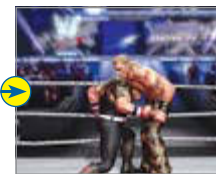
Strong Strike (KND)



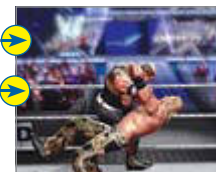
Quick Grab (STN)



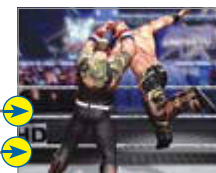
Strong Strike (KND)



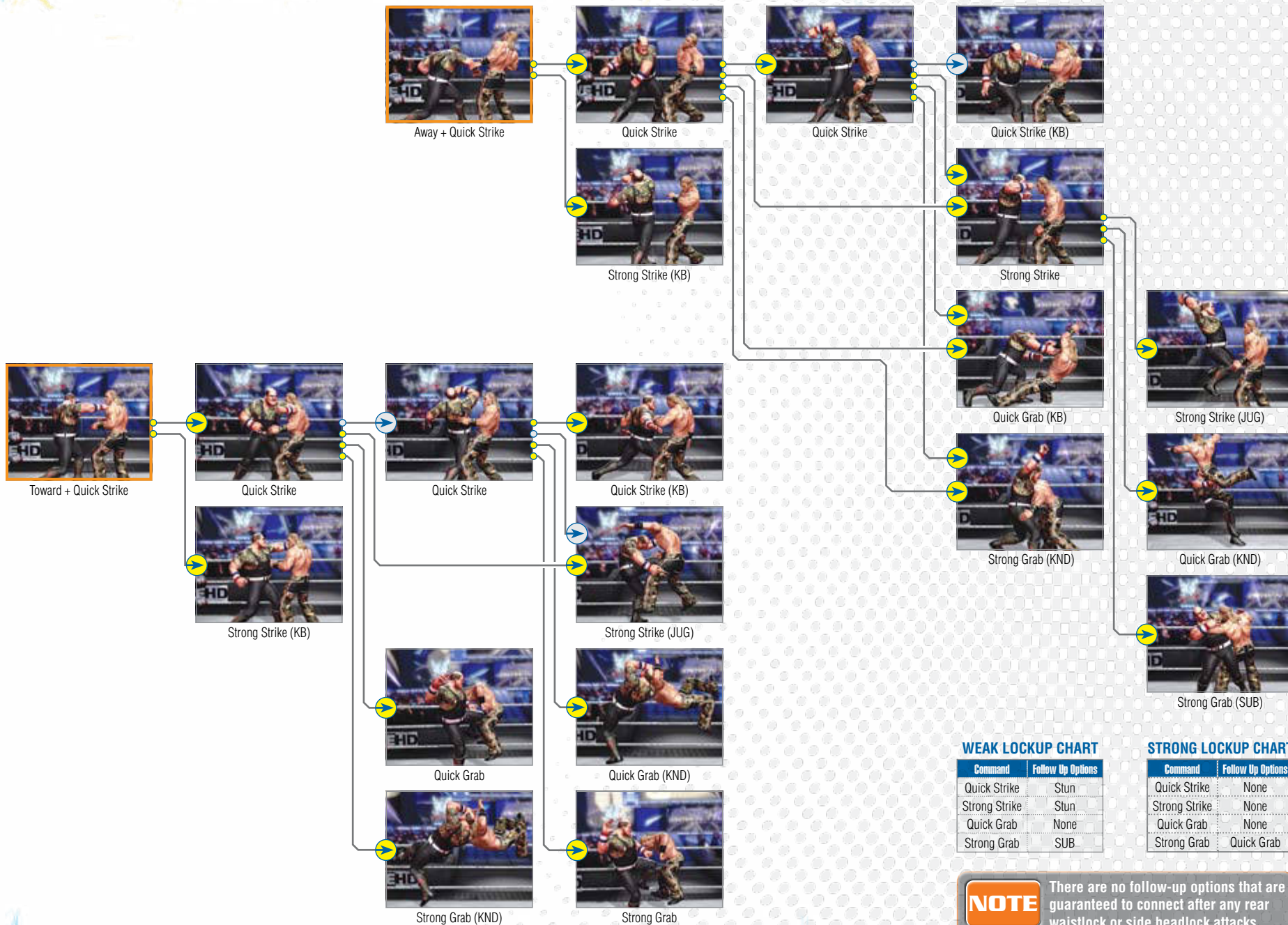
Strong Grab (JUG)



Quick Grab (KND)



Strong Grab



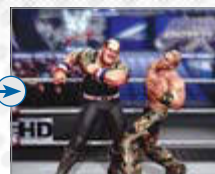
RECOMMENDED CHAIN COMBOS



Quick Strike



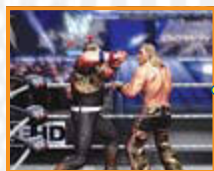
Quick Strike



Quick Strike



Quick Strike (KB)



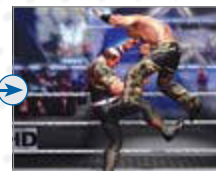
Toward + Quick Strike



Quick Strike



Quick Strike



Strong Strike (JUG)

The only time an opponent can counter this chain combo is if he counters the first attack. If the first attack is not countered, Sgt. Slaughter is safe for the remainder of the chain. If the last hit connects, the opponent is left in a knockback state, but that's not the real value of the combo. Sgt. Slaughter can change the last hit of this combo to a Quick Grab or Strong Grab to go through an opponent's guard. If the opponent catches on and attempts to counter the grabs, switch to one of the Strong Strike variants of this combo to throw him off.

In a similar fashion to Sgt. Slaughter's other recommended combo, the only attack in this chain that can be countered is the very first attack. If the opponent does not counter the Toward + Quick Strike, the rest of the chain cannot be countered or reversed. In addition, the last hit leaves the opponent in a juggle state, which allows Slaughter to follow with Quick Strike > Quick Strike > Strong Grab or various other options, depending on the timing of your juggle. You can also switch the last attack to a Quick or Strong Grab to keep the opponent on his toes and prevent him from simply blocking the entire combo.

PLAYING AS SGT. SLAUGHTER

Sgt. Slaughter plays like you'd expect a typical Brawler class to play. He relies almost exclusively on his chain combos, and only looks to other attacks to keep an opponent guessing. Most of Slaughter's chain combos can be blocked at some point, but very few can be countered after the first attack. The chains that end with grabs can be reversed or countered at that point, but even if these chains are blocked, Slaughter will still follow through until the end of each combo.

Use Slaughter's recommended combos to keep the opponent guessing. You can vary the end of these combos between the listed attack and a Quick Grab or Strong Grab. There are other variants, but those are the primary attacks you should be using. More often than not, an opponent will either be hit by the grabs, or block the entire combo. If the grab connects, go for any grounded attacks if the opponent is stunned, then repeat the process with another chain combo. If the opponent simply blocks the entire chain, be ready to counter any possible retaliation from the opponent. Slaughter has a superior counter, so if you can successfully counter an attack, and the counter is not reversed, Slaughter gets an unblockable attack. Use this opening to start another chain combo or go for a grab.

In the event that an opponent starts countering the first attack of Slaughter's chain combos, mix in a stand-alone Quick or Strong Grab to keep him on his toes. A stand-alone Quick Grab is preferred because it leaves the opponent in a weak lockup. This allows Slaughter to use Strong Strike from the weak lockup, which stuns the opponent. Slaughter gets an attack of his choice while the opponent is stunned. You can even go for consecutive weak lockup stun cycles, but the stun does not inflict much damage, and to get a weak lockup after the stun, you must wait a moment. If you attempt a Quick Grab immediately after the stun, it usually ends up as a rear waistlock.

PLAYING AGAINST SGT. SLAUGHTER

As a tried-and-true Brawler class, Sgt. Slaughter doesn't have much going for him outside of his chain combos and superior counter. Before you deal with Slaughter's chains, you need to make sure you're ready to reverse his superior counter if you get caught by it. The timing to reverse the superior counter is much faster than that of a normal counter. However, if you reverse Slaughter's superior counter, Slaughter becomes stunned and vulnerable to an attack of your choice.

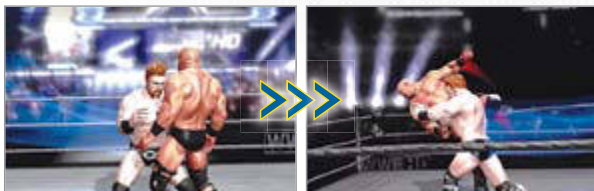
Once you have the reversal timing down, you need to pay close attention to Slaughter's chain combos. While you can block all of them after the first attack, Slaughter can continue his chains to the end. This is where he can mix up between a grab or a strike. If he uses a strike, you don't have anything to worry about. Just keep blocking and you won't take any damage. However, if he uses a grab, you need to either counter the initial grab attempt, or reverse the grab that follows. If you cannot do this, Slaughter will abuse it over and over again and you won't be able to escape. If you can counter or reverse a majority of Slaughter's grab attempts, he'll have very little to rely on and the match should be an easy win.

ALL-STARS

SHEAMUS

SIGNATURE MOVES

DOUBLE AXE HANDLE



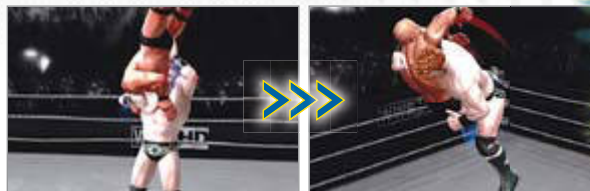
Notation: Quick Strike + Quick Grab

IRISH CURSE



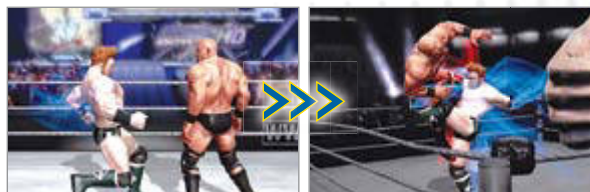
Notation: Strong Strike + Strong Grab

FIERY RED HAND



Notation: Away + Strong Strike + Strong Grab

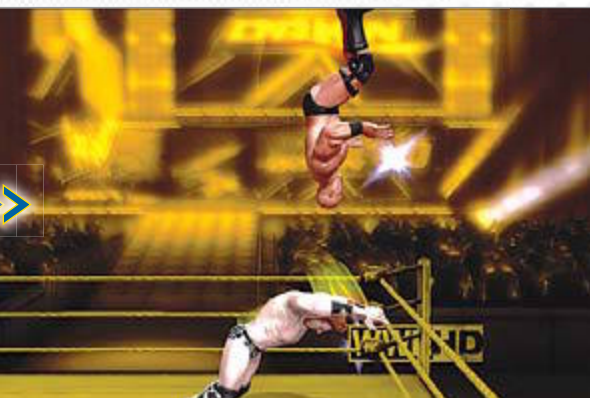
PUMP KICK



Notation: Running + Quick Strike + Quick Grab or Running + Strong Strike + Strong Grab

FINISHER

HIGH CROSS



BIO

Height: 6'6"

Weight: 272 lbs.

From: Dublin, Ireland

Career Highlights: WWE Champion; 2010 King of the Ring

TECHNICAL

Class: Brawler

Counter: Normal

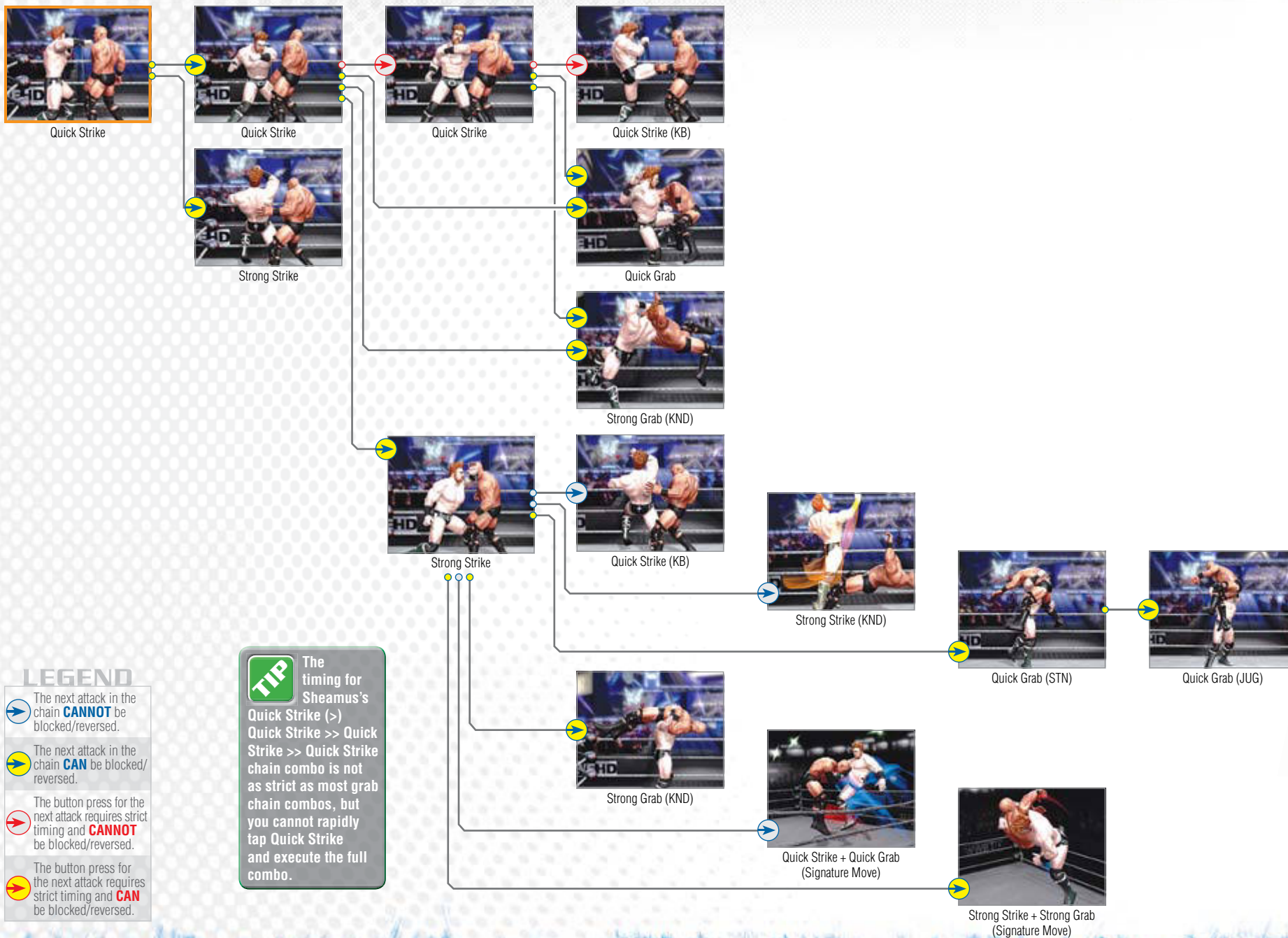
PROS

- Pump Kick Signature Move is a strike attack.
- Signature Moves at the end of several chain combos.
- Running Quick Strike juggles opponent.

CONS

- Charge Strike has limited range and does not juggle opponent.
- No complete true combo series chains.
- Limited follow-up options from weak and strong lockup.

CHAIN COMBOS





Away + Quick Strike



Quick Strike



Quick Strike



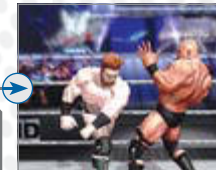
Quick Strike (KB)



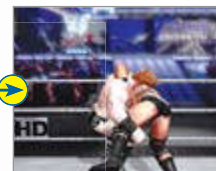
Strong Strike (KB)



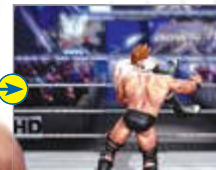
Strong Strike



Quick Strike (KB)



Quick Grab (KND)



Strong Grab (KND)



Strong Strike (KND)

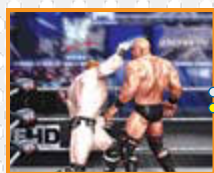


Quick Grab (KND)



Strong Grab (SUB)

Quick Strike + Quick Grab
(Signature Move)Strong Strike + Strong Grab
(Signature Move)



Toward + Quick Strike



Quick Strike



Strong Strike (KB)



Quick Strike



Quick Strike (KB)



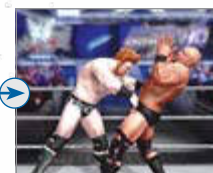
Strong Strike



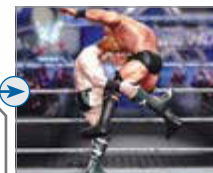
Quick Grab (KB)



Strong Grab (KND)



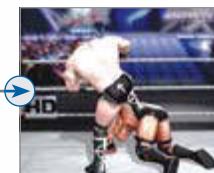
Quick Strike (KB)



Strong Strike (JUG)



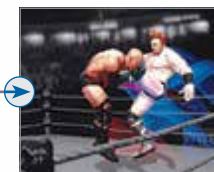
Quick Grab (KND-HK)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND)



Strong Grab (JUG)

Quick Strike + Quick Grab
(Signature Move)Strong Strike + Strong Grab
(Signature Move)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	None
Strong Grab	Quick Grab, Strong Grab

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Quick Grab, Strong Grab (Barrier)
Strong Strike	None
Quick Grab	None
Strong Grab	JUG

NOTE

There are no follow-up options that are guaranteed to connect after any rear waistlock or side headlock attacks.

RECOMMENDED CHAIN COMBOS



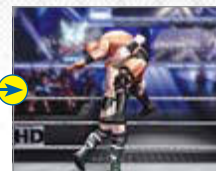
Quick Strike



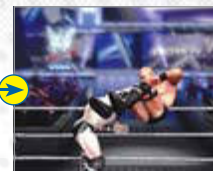
Quick Strike



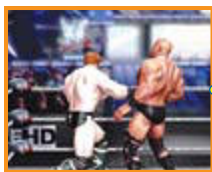
Strong Strike



Quick Grab (STN)



Quick Grab (JUG)



Quick Strike



Quick Strike



Strong Strike



Quick Strike + Quick Grab (Signature Move)

An opponent can block at any point throughout this chain combo, but Sheamus can still continue the combo, and only the first attack and the grabs at the end can be countered or reversed. This makes it an ideal starting point for a combo mix-up. Sheamus has a number of branching paths he can take at multiple points through this chain, and if an opponent attempts to simply block, Sheamus can use the listed combo to inflict a short stun, followed by a juggle. The reward for connecting the combo is much higher than the risk involved if it's countered or reversed.

Sheamus has multiple chain combos that end with a Signature Move. Any of those combos that end with the Quick Strike + Quick Grab Signature Move are pure gold for the Irish warrior. The combos that end with the Strong Strike + Strong Grab Signature Move are not all that difficult for an opponent to counter. However, this variation and all other variations that end with the Quick Strike + Quick Grab Signature Move are almost impossible to avoid. Even if the opponent blocks the entire chain combo, the Signature Move is still virtually guaranteed to connect.

PLAYING AS SHEAMUS

Sheamus is a tried-and-true Brawler who has only to rely on a few of his chain combos to inflict massive amounts of damage. He has multiple chain combos that end with a Signature Move, plus chain combos that end with a juggle and even a Running Quick Strike that juggles. The best part of Sheamus is that many of his strengths do not depend on how skilled an opponent is at counters or reversals.

When playing as Sheamus, it's important to note that he can continue all of his chain combos whether they connect or the opponent blocks. This means that his combos that end with grabs (that juggle) or Signature Moves can be used under almost any circumstances. The only way an opponent can stop these chains is to counter the first attack, or reverse the grabs at the end.

Around the beginning of the match and until you have enough Energy Meter to use a Signature Move, use Sheamus's chain combos. Alternate between his many different chain combos, but focus on the combos that end with grabs. You don't want to give the opponent too many chances to counter or reverse, but you don't want him to just block all of Sheamus's combos either. A nice blend of the combos that end with grabs and the combos that end with strikes will keep an opponent on his toes and prevent him from countering or reversing much.

Once you have enough Energy Meter to perform a Signature Move, the fun begins. Sheamus's Pump Kick Signature Move is a strike attack that executes quickly and is difficult to counter. It's a running attack, which means you can mix it up with Sheamus's Running Quick Strike and running grabs to keep the opponent guessing. The Running Quick Strike leaves the opponent in a juggle state, which can be followed by an attack or combo of your choice (Quick Strike > Quick Strike > Quick Grab works best in most situations). The Pump Kick cannot be blocked, and the timing to counter it is relatively strict.

In addition to Sheamus's running attacks, you can end many of his combos with

a version of the Pump Kick Signature Move (combos that end with Quick Strike + Quick Grab). Even if an opponent blocks the entire chain combo, it is almost impossible to avoid the Signature Move at the end. Just be sure to use the Pump Kick instead of the Fiery Red Hand (Strong Strike + Strong Grab) at the end of a combo because it's much easier to counter the Fiery Red Hand.

PLAYING AGAINST SHEAMUS

There are two ways to defeat a skilled Sheamus player. You must be very skilled at counters and reversals, or be very good at keeping an opponent away from you. As soon as Sheamus has enough Energy Meter to pull off a Signature Move, he'll use it: If you block a chain combo, he can end it with a Signature Move that's almost impossible to avoid. You need to be able to counter the first attack of the chain combo, or keep Sheamus far enough away that he can't use chain combos effectively.

If you're using a character with a relative long-range attack (Rey Mysterio's Away + Quick Strike, for example), use it any time Sheamus is within range. He has relatively limited attack range, so this is an effective strategy. Be ready to use a reversal if Sheamus counters your keep-away attack. Running attacks also work very well in this situation, but do not use slow running attacks that Sheamus can interrupt.

In the event that you are caught by a chain combo, hold the Block button to limit the amount of damage the combo inflicts. If Sheamus uses a grab at the end, try to counter or reverse the grab. If he uses a Signature Move, there isn't much you can do to escape.

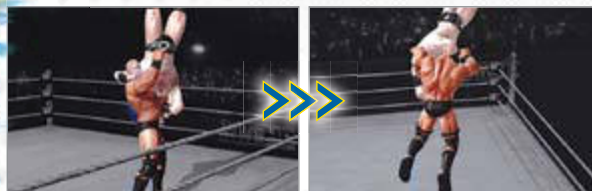
The combos that end with the Strong Strike + Strong Grab Signature Move are countered with relative ease, but the Quick Strike + Quick Grab Signature Move combo ends is virtually guaranteed to connect. You can attempt to walk back or to either side, but this works only in very limited situations. If you see Sheamus running toward you, use a running attack of your own, or try to interrupt with any long-range attacks you may have. Sheamus can alternate between an attack that leaves you in a juggle state, running grabs, or even a running Signature Move that's difficult to counter.



STONE COLD STEVE AUSTIN

SIGNATURE MOVES

INVERTED SUPLEX SLAM



Notation: Quick Strike + Quick Grab

MUDHOLE STOMP



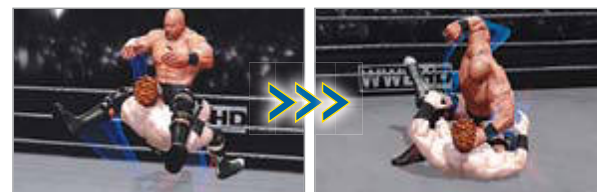
Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab
(opponent must be in a slumped state in the corner)

STONE COLD STUN GUN



Notation: Strong Strike + Strong Grab

LOU THESZ PRESS



Notation: Running + Quick Strike + Quick Grab or Running + Strong Strike + Strong Grab

BIO

Height: 6'2"

Weight: 252 lbs.

From: Victoria, Texas

Career Highlights: WWE Champion; Intercontinental Champion; World Tag Team Champion; King of the Ring (1996); Royal Rumble winner (1997, 1998, and 2001); United States Champion; WCW Tag Team Champion; WWE Hall of Fame Class of 2009

PROS

- > Lou Thesz Press Signature Move is a strike attack.
- > Very good true combo series chain.
- > Charge Strike leaves opponent in slumped state.

CONS

- > Charge Strike has limited range.
- > Chain combos are somewhat slow.

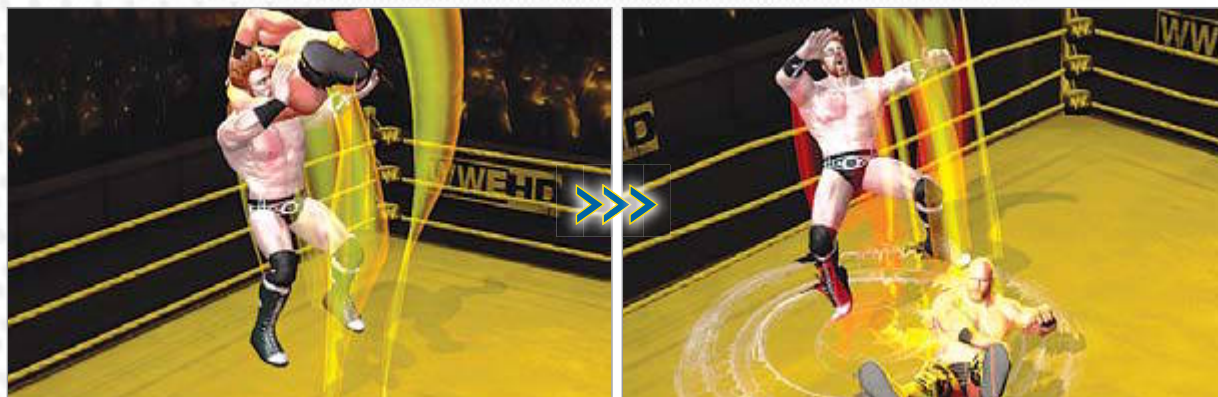
TECHNICAL

Class: Brawler

Counter: Normal

FINISHER

STONE COLD STUNNER



HOW TO USE THIS GUIDE MATCH TYPES WRESTLING TACTICS CREATE A SUPERSTAR

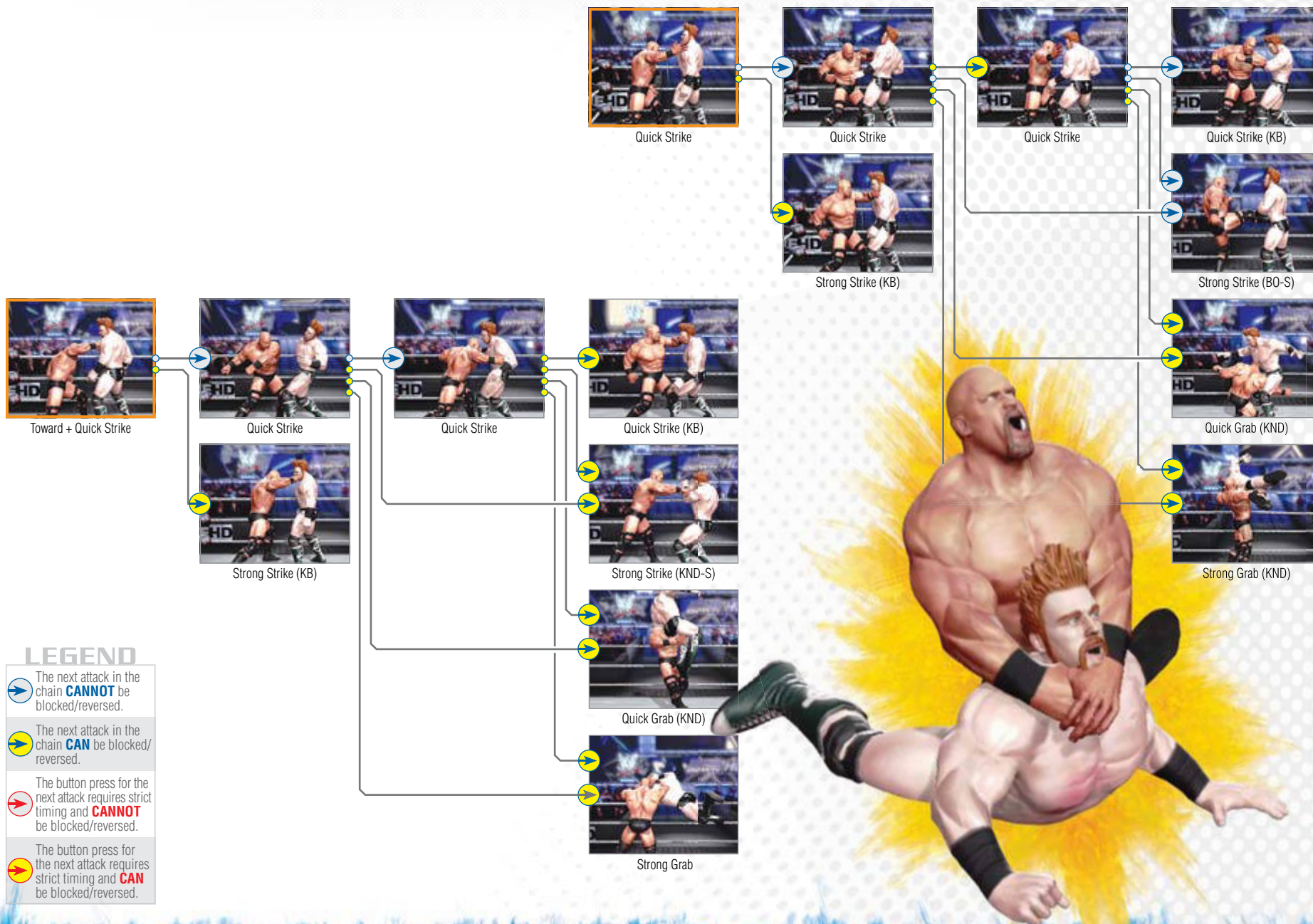
PATH OF
CHAMPIONS

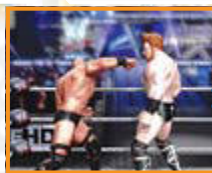
FANTASY
WARFARE

UNLOCKABLES

ACHIEVEMENTS
AND TROPHIES

FOR
THE FANS





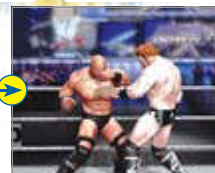
Away + Quick Strike



Quick Strike



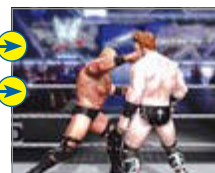
Quick Strike



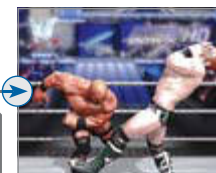
Quick Strike (KB)



Strong Strike (KB)



Strong Strike



Quick Strike (KB)



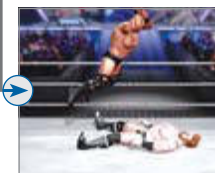
Strong Strike (JUG)



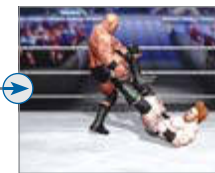
Quick Grab (KND)



Quick Strike



Strong Strike

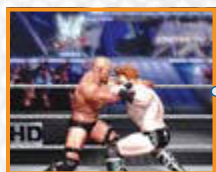


Quick Grab (KND)



Strong Grab (SUB)

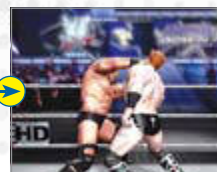
GRAB CHAIN COMBOS



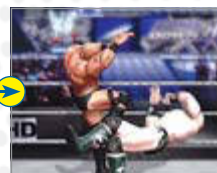
Weak Lockup



Quick Strike



Quick Strike (KND)



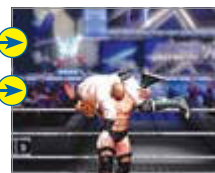
Strong Strike (KND)



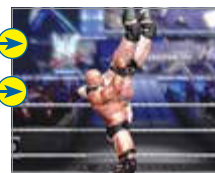
Quick Grab (KND)



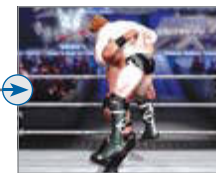
Strong Grab (KND)



Quick Grab (KND)



Strong Grab (KND)



Strong Grab (STN)

LEGEND

The next attack in the chain **CANNOT** be blocked/reversed.

The next attack in the chain **CAN** be blocked/reversed.

The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Chain
Strong Strike	None
Quick Grab	None
Strong Grab	Quick Grab

NOTE

Steve Austin gets a guaranteed Quick Grab on a grounded opponent after any of the weak lockup grab chain combos.

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	Quick Grab, Strong Grab
Quick Grab	Quick Strike, Quick Grab, Strong Grab
Strong Grab	None

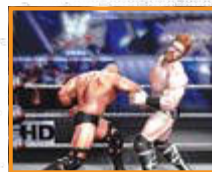
REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	SUB
Strong Grab	None

NOTE

There are no follow-up options that are guaranteed to connect after any side headlock attacks.

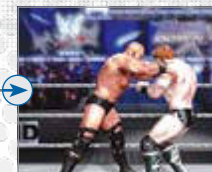
RECOMMENDED CHAIN COMBOS



Toward + Quick Strike



Quick Strike



Strong Strike (KND-S)

This is the only complete true combo series chain Steve Austin has in his arsenal, and it's arguably the best one in the game. As long as the first attack in the combo connects, the rest of the combo cannot be blocked and leaves the opponent in a knockdown-sitting state. Austin can follow this with any normal attack (Quick Strike, Quick Grab, etc.), which knocks the opponent to the ground. It is then possible to follow with another attack while the opponent is grounded. If the entire combo connects, plus all of the grounded attacks, Austin removes almost half a bar from the opponent's health meter.

This is the only complete true combo series chain Steve Austin has in his arsenal, and it's arguably the best one in the game. As long as the first attack in the combo connects, the rest of the combo cannot

PLAYING AS STONE COLD STEVE AUSTIN

Stone Cold Steve Austin is very much a hit or miss character. As a Brawler class he has a wide variety of chain combos, but most of them can be blocked at multiple points. He continues his combos even if an opponent is blocking, which leads to a mix-up between a grab or a strike at the end of the combos, but it's not enough to get him a win. He has decent follow-up options after a weak or strong lockup, but not very many ways to enter these positions. He also has a Charge Strike that works very well when it connects, but has very limited range.

To be successful with Steve Austin, you need a good base skill set. You need to be able to counter and reverse well, and more importantly, use reversal blockers well. Austin's best recommended combo is Toward + Quick Strike > Quick Strike > Strong Strike. It's a complete true combo series and the last attack leaves the opponent in a knockdown-sitting state. This allows Stone Cold to follow with an attack that knocks the opponent to the ground, then a second follow-up attack on the grounded opponent. If you use a Strong Grab on the grounded opponent, Stone Cold picks him up and enters a weak lockup, which is one of the few ways Austin can get into this position.

A skilled opponent will start to counter Austin's recommended chain combo, which is why you need to be good at reversals. It doesn't help that almost everything else Austin has is average at best. His running attacks are average, his turnbuckle attacks are average, and while he has several stuns from his chain combos, most of them come from strikes, which can be blocked. Any other stuns he has don't last long enough to give him any guaranteed follow-up attacks. On the bright side, Austin's Lou Thesz Press Signature Move is a strike attack, which makes it more difficult to counter than most Signature Moves.

Austin's Charge Strike knocks an opponent into a slumped state in the corner, or over the ropes and out of the ring (depending on the opponent's position in the ring). Normally this would be outstanding because it sets up for Stone Cold's Mudhole Stomp Signature Move, which must be executed while an opponent is in a slumped state. However, Austin's Charge Strike has very limited range, which makes it difficult to connect against a skilled opponent. With most other useful Charge Strike attacks, you can back away and use them from just outside an opponent's attack range. Austin has difficulty doing this because most opponents can easily attack him from the maximum range of his Charge Strike. Also, because of its lack of range, if a savvy opponent sees you attempting the Charge Strike, he can just back up slightly and it will miss.

PLAYING AGAINST STONE COLD STEVE AUSTIN

The main thing you need to watch out for when playing against Stone Cold Steve Austin. He has one true combo series chain, which is his recommended combo. If you get hit with this chain, you're left in a knockdown-sitting state, which gives Austin multiple follow-up attacks and drains nearly half a bar from your health meter. Your best defense against this is to simply counter the first attack in the chain. Don't worry about Austin mixing in a stand-alone grab because his grabs aren't very effective and don't execute very fast. His recommended combo is far more dangerous.

If you see Austin attempt to use his Charge Strike, just back up a little bit. It has very little range, and isn't difficult to evade. If you're caught by surprise and don't have time to move, use Quick Strike to interrupt it. The speed and limited range of Austin's Charge Strike makes it very easy to evade.

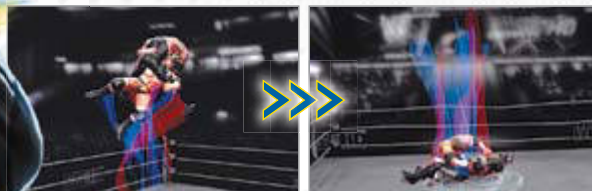
The only other thing you need to worry about when facing off against Stone Cold is the Lou Thesz Press Signature Move. It's a running attack, so you can see it coming, but it's also a strike-based Signature Move, which makes it difficult to counter. Be ready for this any time you see Austin running toward you; counter his recommended combo and block every other chain combo, and you shouldn't have any trouble taking this Legend down.

ALL-STAR

TRIPLE H

SIGNATURE MOVES

SPINNING SPINEBUSTER



Notation: Quick Strike + Quick Grab

KNEELING FACEBUSTER



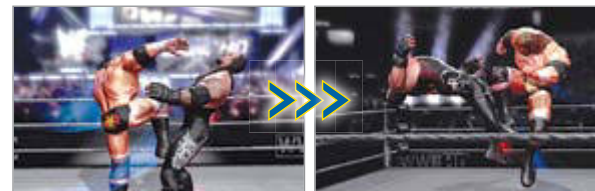
Notation: Running + Strong Strike + Strong Grab

FALLING NECK BREAKER



Notation: Strong Strike + Strong Grab

JUMPING KNEE STRIKE



Notation: Running + Quick Strike + Quick Grab

BIO

Height: 6'4"

Weight: 255 lbs.

From: Greenwich, Connecticut

Career Highlights: WWE Champion; World Heavyweight Champion; Intercontinental Champion; Unified WWE Tag Team Champion; World Tag Team Champion; European Champion; King of the Ring (1997); Royal Rumble winner (2002)

PROS

- > Jumping Knee Strike Signature Move is a strike attack.
- > Large number of grab chain combos variations.
- > Good grab combo damage.
- > Multiple ways to place opponent in a juggle state.

Pin attempt from weak lockup.

CONS

- > Relatively short-range Quick Grab.
- > Cannot finish chain combos if opponent blocks.
- > Weak against opponents skilled at counters and reversals.

TECHNICAL

Class: Grappler

Counter: Normal

FINISHER

PEDIGREE



CHAIN COMBOS



Quick Strike



Quick Strike



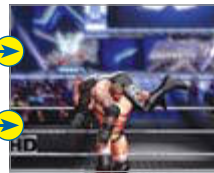
Quick Strike (KB)



Strong Strike (KND)



Quick Grab (KND)



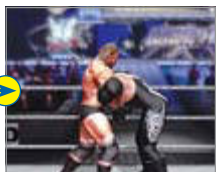
Strong Grab (KND)



Strong Strike (KB)



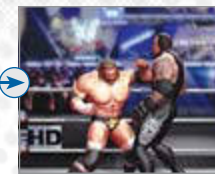
Quick Grab (W-LK)



Strong Grab (S-LK)



Away + Quick Strike



Quick Strike



Quick Strike (KB)



Strong Strike (JUG)



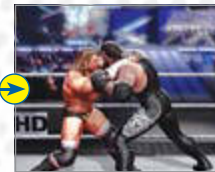
Quick Grab (JUG)



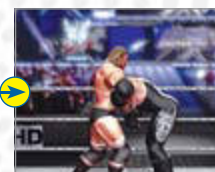
Strong Grab (KND)



Strong Strike (KB)



Quick Grab (W-LK)



Strong Grab (S-LK)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.



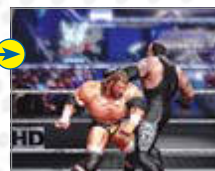
Toward + Quick Strike



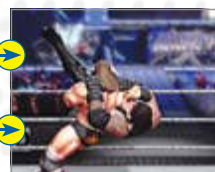
Quick Strike



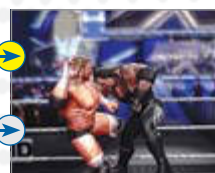
Quick Strike (KB)



Strong Strike (KND)



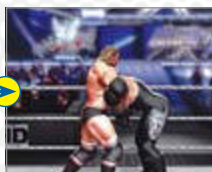
Quick Grab (KND)



Strong Grab



Strong Strike (KB)

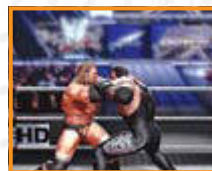


Strong Grab (S-LK)

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

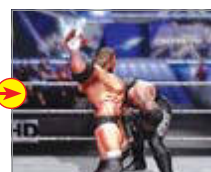
GRAB CHAIN COMBOS



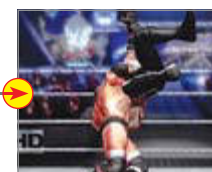
Weak Lockup



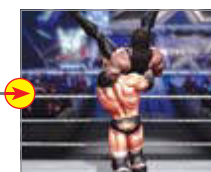
Quick Strike



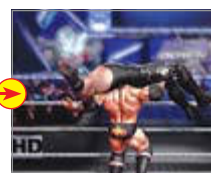
Quick Strike (KND)



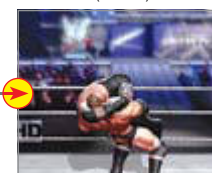
Quick Strike (KND-S) or Strong Strike (KND-S) or Quick Grab (KND-S) or Strong Grab (KND-S)



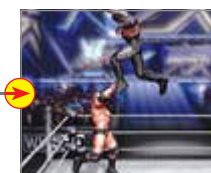
Quick Strike or Strong Strike or Quick Grab or Strong Grab



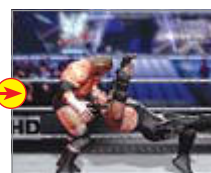
Strong Strike (KND)



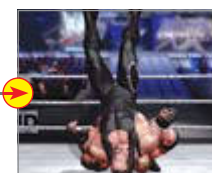
Quick Strike (KND-S) or Strong Strike (KND-S) or Quick Grab (KND-S) or Strong Grab (KND-S)



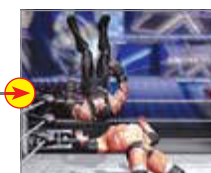
Quick Strike (JUG) or Strong Strike (JUG) or Quick Grab (JUG) or Strong Grab (JUG)



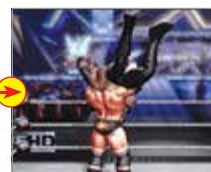
Quick Grab (KND)



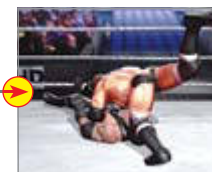
Quick Strike or Strong Strike or Quick Grab or Strong Grab



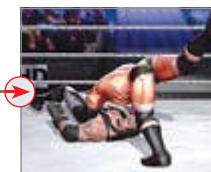
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Strong Grab (KND)



Quick Strike or Strong Strike or Quick Grab or Strong Grab



Quick Strike or Strong Strike or Quick Grab or Strong Grab



Weak Lockup



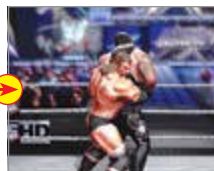
Quick Grab (KND)



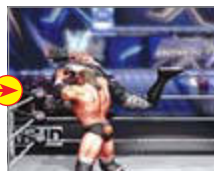
Quick Strike (KND)



Strong Strike (KND)



Quick Grab (R-LK)



Strong Grab (KND)



Weak Lockup



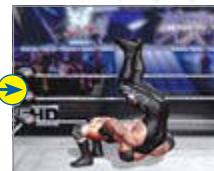
Strong Grab (KND)



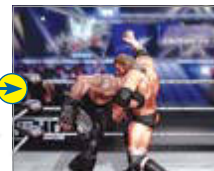
Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

Quick Strike (STN) or Strong
Strike (STN) or Quick Grab
(STN) or Strong Grab (STN)

Quick Strike (KND)



Strong Strike (JUG)



Quick Grab (KND)



Quick Strike



Strong Strike (KND)



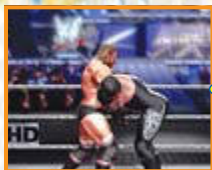
Quick Grab (SUB)



Strong Grab (SUB)



Strong Grab (KND)



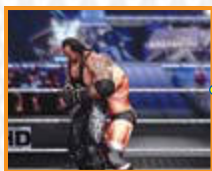
Strong Lockup



Quick Grab



Quick Strike (KB) or Strong Strike (KB) or Quick Grab (KB) or Strong Grab (KB)



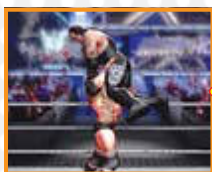
Rear Waistlock



Quick Strike



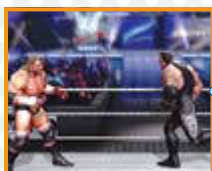
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Running Strong Grab



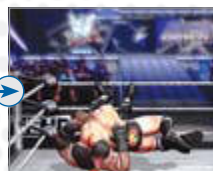
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Opponent Running



Quick Grab (KND)



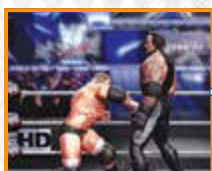
Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)



Quick Strike (KND) or Strong Strike (KND) or Quick Grab (KND) or Strong Grab (KND)

NOTE

In the grab chain combos that feature a **stun (STN)**, followed by a **Quick Grab**, and then an attack that does not require strict timing (for example: **Weak Lockup (>) Strong Grab (KND) (>>) Strong Strike (KND) (>>) Quick Strike (STN) or Strong Strike (STN) or Quick Grab (STN) (>>) Quick Grab (KND) > Quick Strike**), the last attack in these combos may vary depending on the position of the grounded opponent.

RECOMMENDED CHAIN COMBOS

Quick Strike



Strong Strike (KB)

While it may look like Triple H only has one recommended combo, there are many variations of this combo. The base combo by itself is a complete true combo series that leaves the opponent in a knockback state. With most other Superstars and Legends, this is where the combo ends and you're limited to using the knockback to apply offensive pressure. However, Triple H is one of the few characters in the game that can extend the combo

further by adding a Quick Grab or Strong Grab to the end. Both grabs can be countered or reversed, but the timing to do so is different for each. In addition, most opponents will not be looking for a follow-up attack after the base combo. Triple H has the same combo starting with Away + Quick Strike and Toward + Quick Strike for even more variety.

PLAYING AS TRIPLE H

If CM Punk is the master of strike-based chain combos (with roughly 80 variations), Triple H is the master of grab chain combos. He has an encyclopedia of grab chain combos at his disposal. While an exceptionally skilled opponent can technically reverse or counter every one of them, the chances of that happening are extremely slim. In addition to Triple H's many of grab chain combos, he also has some moderately useful strike-based chain combos.

Triple H fulfills his role as a Grappler very well. Unfortunately, this drastically limits his offensive options. While most characters can continue their strike-based chain combos to the end, even if an opponent blocks, Triple H cannot. As a Grappler who relies heavily on his grabs to inflict damage and confuse an opponent, this is a huge detriment. The problem is that if an opponent plays defensively and blocks any of Triple H's strike-based chain combos (which can almost all be blocked after the first or second attack), the grabs at the end of his combos will not execute. This gives him no mix-up at all during his chain combos. An opponent has no reason to do anything other than block anytime Triple H attempts a strike-based chain combo.

This limitation means that Triple H has to use his grab chain combos to win. The problem with this strategy is that an opponent has only to look out for his stand-alone Quick and Strong Grab. This makes it much easier for an opponent to counter before Triple H can even start his grab chain combo variations.

Start off the match with strike-based chain combos to test the opponent. If the opponent is not blocking much, continue to use Triple H's chain combos to knock down and juggle the opponent. If the opponent starts to block, switch to stand-alone Quick Grabs and Strong Grabs to enter a weak or strong lockup, and transition into Triple H's grab chain combos. It doesn't matter which grab chain combos you use because there's a good variety and they all inflict good damage. Just make sure to mix them up enough so that an opponent can't figure out the reversal timing to escape.

Unfortunately, if an opponent is playing defensively and blocking all of Triple H's chain combos, you will be forced to use his grab chain combos. In this situation, mix in running attacks to limit an opponent's chances to counter. Running grabs work especially well because they prevent an opponent from simply blocking. He must counter or reverse to avoid the damage from the running grabs. When an opponent's health is low, remember that Triple H can initiate a pin from a weak lockup.

PLAYING AGAINST TRIPLE H

To completely shut down Triple H's offensive ability, block throughout his chain combos and counter any time he attempts a stand-alone Quick Grab or Strong Grab. If you block Triple H's strike-based chain combos, not only will you minimize the damage, but Triple H cannot finish his combos if you're blocking. Therefore, there's no mix-up to worry about.

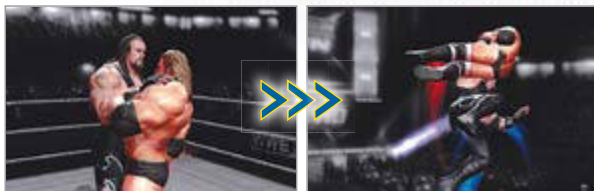
Once you've nullified Triple H's strike-based chains, all he's left with are his grab chain combos. To start these, he must use either a Quick Grab or a Strong Grab. If you counter both of these, it's almost impossible for Triple H to get his offense going. He does have a grab chain combo that begins with a running grab, but there's no variation to it. Learn the reversal timing and it's easy to escape every single time.

ALL-STAR

UNDERTAKER

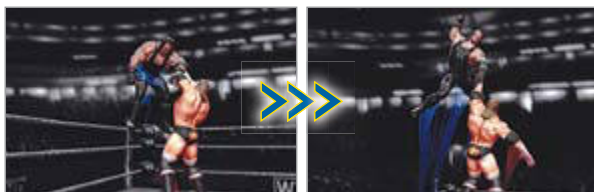
SIGNATURE MOVES

CHOKESLAM



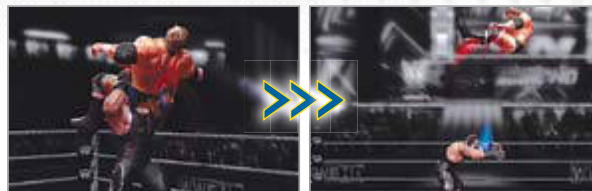
Notation: Quick Strike + Quick Grab

OLD SCHOOL



Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab
(opponent must be in a slumped state in the corner)

LAST RIDE



Notation: Strong Strike + Strong Grab

RUNNING LARIAT



Notation: Running + Quick Strike + Quick Grab or Running + Strong Strike + Strong Grab

FINISHER

TOMBSTONE PILEDRIVER



BIO

Height: 6'10

Weight: 299 lbs.

From: Death Valley, California

Career Highlights: WWE Champion, World Heavyweight Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion, undefeated at *WrestleMania* (18-0)

CONS

- > Very few true combo series chains.
- > Charge Strike doesn't juggle opponent.
- > No chain combos that lead into weak or strong lockup.

PROS

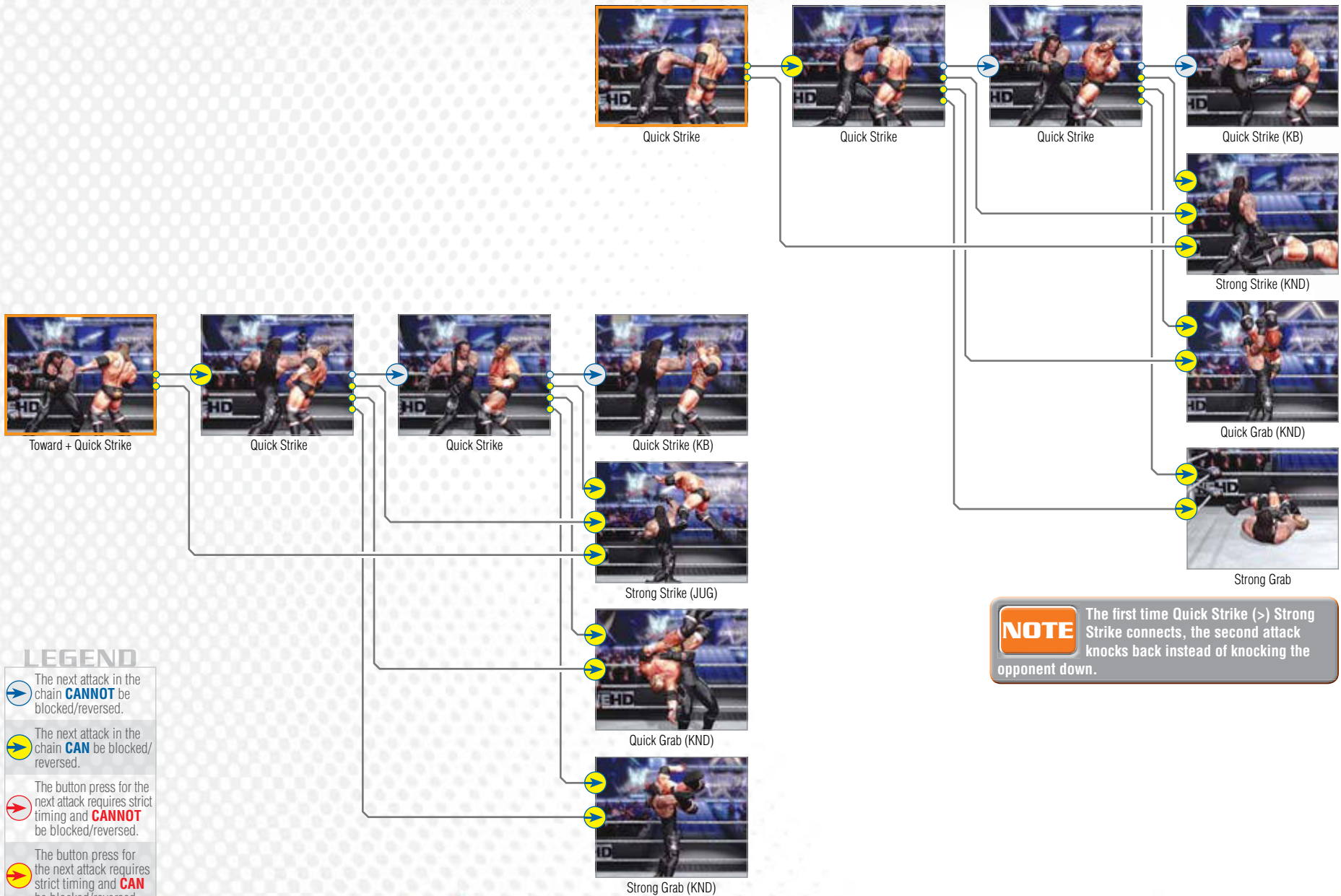
- > Running Lariat Signature Move is a strike attack.
- > Strong Strike knocks down opponent.
- > Finisher transitions directly into a pin attempt.
- > Good follow-ups from weak lockup.
- > Chain combos that lead to slumped state or juggle state.

TECHNICAL

Class: Brawler

Counter: Normal

CHAIN COMBOS





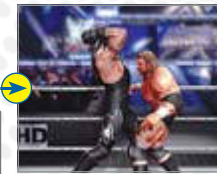
Away + Quick Strike



Quick Strike



Quick Strike



Quick Strike (KB)



Strong Strike (KB)



Strong Strike



Quick Strike (KB)



Strong Strike (KND)



Quick Grab (KB)



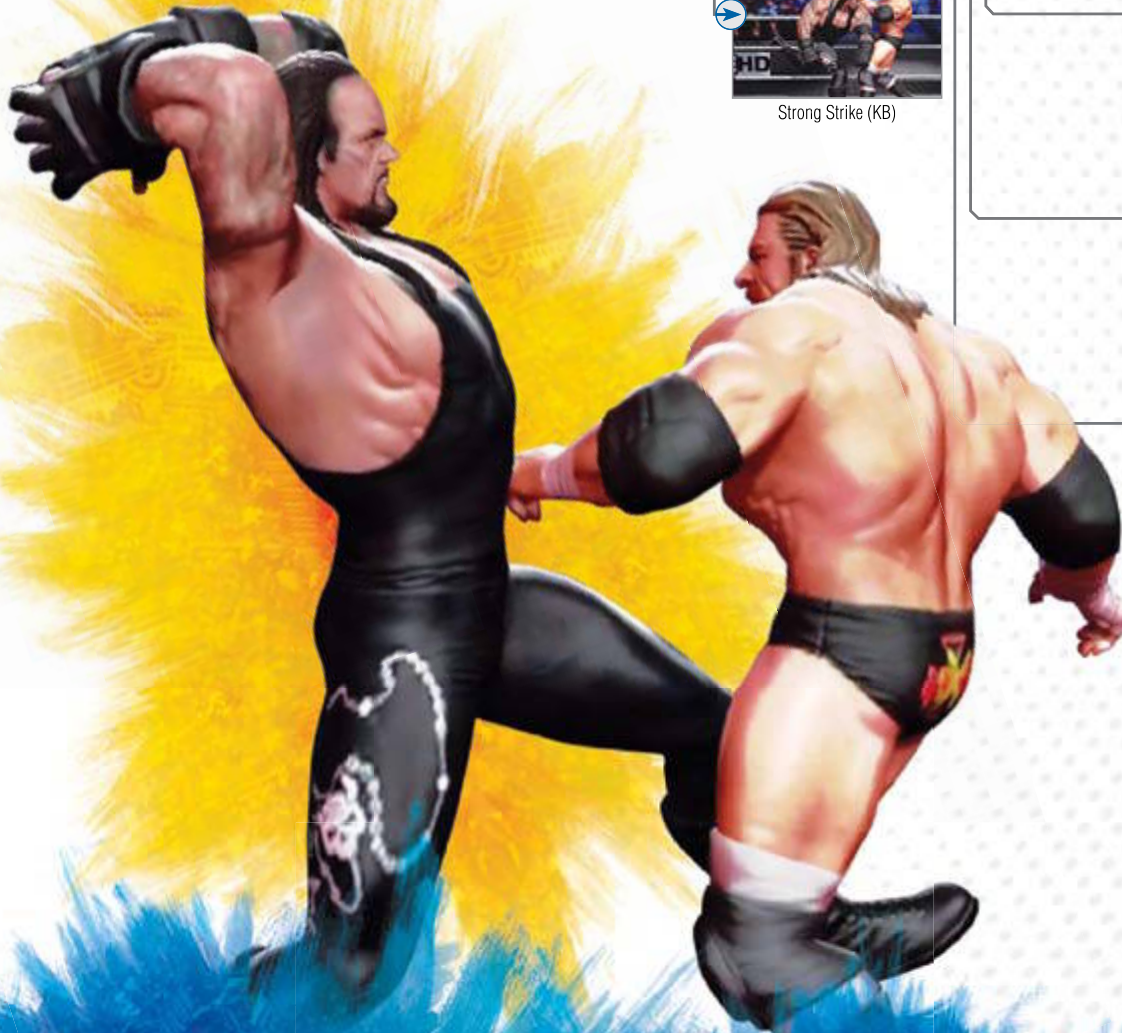
Quick Grab (KND)



Strong Grab (JUG)



Strong Grab (SLM)



GRAB CHAIN COMBOS



Weak Lockup



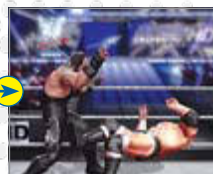
Quick Strike



Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	Chain
Strong Strike	Quick Strike, Quick Grab
Quick Grab	Quick Grab
Strong Grab	None

NOTE

The Undertaker gets a guaranteed Quick Grab on a grounded opponent after any of the weak lockup grab chain combos.

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Quick Strike, Quick Grab, Strong Grab
Strong Strike	None
Quick Grab	None
Strong Grab	None

NOTE

There are no follow-up options that are guaranteed to connect after any rear waistlock or side headlock attacks.

RECOMMENDED CHAIN COMBOS



Away + Quick Strike



Strong Strike (KB)

Almost all of The Undertaker's chains are good, but this one stands out because it is a true combos series, something The Undertaker is sorely lacking. Most of the time, the second attack of this combo leaves the opponent in a knockback state. However, after the opponent has taken some damage, you may see a knockdown-sitting state instead of a knockback. If you get the knockdown-sitting state, you can follow with an attack to knock the opponent to the ground, then use a grounded attack for maximum damage.

PLAYING AS UNDERTAKER

Some may wonder why Undertaker is not a Big Man class like his "brother" Kane. He is easily one of the biggest Brawler class characters in the game, but he plays like a cross between a Brawler class and a Big Man class. He has the speed and agility of a Brawler, with the brute force of a Big Man. He's definitely a difficult match for almost any opponent.

The Undertaker's biggest asset is the fact that an opponent cannot counter during his chain combos aside from the first attack or the grabs at the end of some chains. What this means is that as long as the first attack is not countered, The Undertaker is in no danger of being countered or reversed unless he performs a grab at the end of the chain. To make things even better, if an opponent blocks during one of his chains, The Undertaker can continue the chain combo to the very end. This gives The Undertaker a very good mix-up strategy at the end of his chain combos (end the combo with a strike or grab), plus he has combo ending grabs that lead into a juggle or slumped state for even more damage.

If all of this weren't enough, The Undertaker has very good weak lockup follow-up options, with a chain combo and guaranteed ground attacks after all but one weak lockup option. To make matters even worse for his opponents, The Undertaker can enter a weak lockup by using a Strong Grab near a grounded opponent's head. So anytime an opponent is stunned on the ground, The Undertaker can enter a weak lockup, then potentially land an attack while in the weak lockup, which can lead to a grounded attack.

Focus on The Undertaker's chain combos that end with grabs that either juggle or leave an opponent in a slumped state. Mix these up with strike attacks at the end of The Undertaker's chains to keep opponents guessing. If an opponent starts countering the first attack in The Undertaker's chains, mix in a few stand-alone and running grabs. A stand-alone Quick Grab executes relatively fast and leads into a weak lockup with high damage potential. In fact, almost everything The Undertaker has equates to high damage potential.

Rounding out The Undertaker's stellar offensive game plan, his Running Lariat is a strike-based Signature Move, which makes it difficult to counter. It also has good range and executes fairly quickly. His Tombstone Piledriver Finisher transitions directly into a pin attempt if it doesn't KO an opponent. This means that you don't have to wait until an opponent has a flashing red health meter to use The Undertaker's Finisher. If an opponent is low on health (orange or red bar), and you see an opening to use the Finisher, there's a high probability that the pin attempt after the Finisher will take out the opponent.

PLAYING AGAINST UNDERTAKER

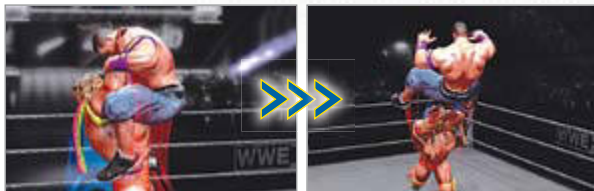
There isn't much you can do to mount a proper defense against The Undertaker. If you block his chain combos, he can just continue into various grabs that lead to big damage. He doesn't rely on grabs, but if he catches you in a weak lockup, he can dish out even more damage. To top it off, he has both a strike-based, long-range Signature Move and a Finisher that leads directly into a pin attempt.

Defensively, all you can really do against The Undertaker is focus on countering the first attack of his chains and reversing or countering the grabs at the end of his chains. If you can do this, The Undertaker will take a huge hit to his offense. Your only other option is to mount a blistering offense so The Undertaker does not have many opportunities to attack. Once he gets going, he's very difficult to stop.

ULTIMATE WARRIOR

SIGNATURE MOVES

CHOKE LIFT TOSS



Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab

360 FLIP DOUBLE AXE HANDLE



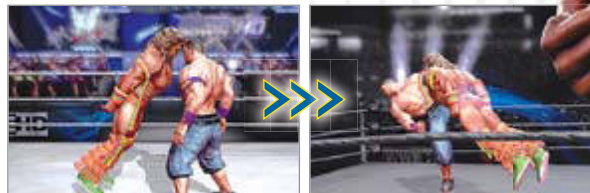
Notation: Quick Strike + Quick Grab (from the top of the turnbuckle)

450 SPLASH



Notation: Strong Strike + Strong Grab (from the top of the turnbuckle)

FLYING SHOULDER BLOCK



Notation: Running + Quick Strike + Quick Grab or Running + Strong Strike + Strong Grab

FINISHER

GORILLA PRESS SLAM



BIO

Height: 6'2

Weight: 280 lbs.

From: Parts Unknown

Career Highlights: WWE Champion; Intercontinental Champion.

TECHNICAL

Class: Brawler

Counter: Normal

PROS

- Can complete some of his chains when blocked.

CONS

- Charge Strike does not juggle and has limited range.
- Chain combos aren't very effective.
- Very little offensive ability.

CHAIN COMBOS

NOTE

Ultimate Warrior's chain combos that end with a Charge Strike (hold Strong Strike) are not normal true combo series chains. While the Charge Strike cannot be blocked, countered, or reversed, it is not guaranteed to connect. An opponent has time to interrupt or move to avoid the Charge Strike.



Quick Strike



Quick Strike



Strong Strike



Quick Strike



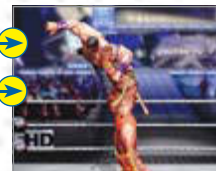
Quick Strike (KB)



Strong Strike



Quick Grab (KND)



Strong Grab (KND)



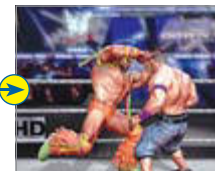
Away + Quick Strike



Strong Strike (KB)



Quick Strike



Quick Strike (KB)



Strong Strike (JUG)



Quick Grab (STN)



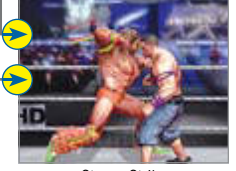
Quick Strike



Quick Grab (JUG)



Quick Strike (KB)



Strong Strike



Hold Strong Strike (KND)



Quick Grab (KB)



Strong Grab (KND)

LEGEND

The next attack in the chain **CANNOT** be blocked/reversed.

The next attack in the chain **CAN** be blocked/reversed.

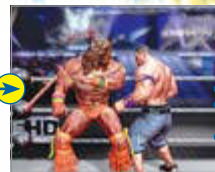
The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.

The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

Strong Grab (KND)



Toward + Quick Strike



Quick Strike



Quick Strike



Quick Strike (KB)



Strong Strike (KB)



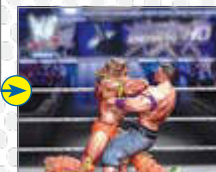
Quick Grab (KND)



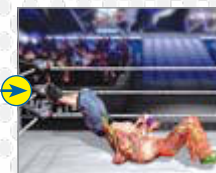
Strong Strike



Quick Strike (KND-S)



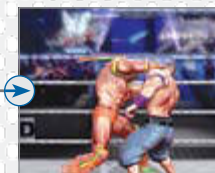
Strong Strike (KND)



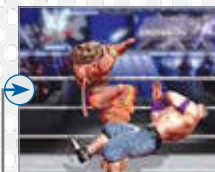
Quick Grab (KND)



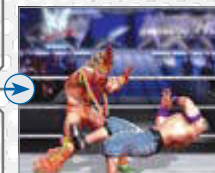
Strong Grab (JUG)



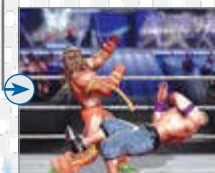
Quick Strike (KND)



Strong Strike (KND)



Quick Grab (KND)



Strong Grab (KND)



Quick Grab



Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	SUB
Strong Strike	None
Quick Grab	Quick Grab, Strong Grab
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Any
Strong Grab	Quick Strike, Quick Grab, Strong Grab

NOTE

There are no follow-up options that are guaranteed to connect after any rear waistlock or side headlock attacks.

RECOMMENDED CHAIN COMBOS



Away + Quick Strike



Quick Strike



Quick Strike



Strong Grab (KND)

PLAYING AS ULTIMATE WARRIOR

As a Brawler class, Ultimate Warrior is not very effective. He has a good number of chain combos, but unfortunately, some of them can be countered mid-chain, others cannot continue if the opponent blocks, and almost all of them can be blocked after the first or second attack. To make matters worse, his grabs are average at best, and his Charge Attack has limited range, which gives him very little else to fall back on.

Any skilled opponent will block almost all of Ultimate Warrior's chains. For any combo that has a Strong Strike before the end of the combo, if the Strong Strike is blocked, Ultimate Warrior cannot continue the combo. In addition, all of Ultimate Warrior's Toward + Quick Attack chains can be countered during the second attack, which makes them completely useless against a skilled opponent. Therefore, the only chain combos Ultimate Warrior can rely on are his Away + Quick Strike combos that do not have a Strong Strike in them. Theoretically, you can use his normal Quick Strike combos as well, but the grabs at the end of these combos don't give you much to work with.

Focus on Ultimate Warrior's recommended chain combo and its variations that don't include a Strong Strike somewhere in the middle. Early in the match, use Quick Grab as the last attack more often than not. After you've damaged the opponent a bit, start to use Strong Grab as the last attack. After the opponent has dropped a health bar or two, the Strong Grab gives Ultimate Warrior a ground stun, which allows you to follow with a grounded attack.

Ultimate Warrior's Charge Strike is also relatively limited. It knocks an opponent down, which allows you to follow with a grounded attack in almost every situation. However, the timing to connect the grounded attack can be tricky. In addition, the Charge Strike has very limited range. Most skilled opponents will see the Charge Strike coming and simply back up to avoid the attack. This includes using the Charge Strike at the end of some of Ultimate Warrior's chain combos. It's simply not effective against good competition.

PLAYING AGAINST ULTIMATE WARRIOR

All you have to do to make the match against Ultimate Warrior relatively easy is to learn the reversal and counter timing of the grabs at the end of any Quick Strike or Away + Quick Strike combo chain that does not have a Strong Strike in the middle of it. Only a handful of chain combos fit that description, which means it won't be overly difficult to get the reversal and counter timing down.

Once you have done this, Ultimate Warrior is left with very little in his arsenal. Just make sure you recognize and block all of his Quick Strike and Away + Quick Strike chains, and counter the second attack of his Toward + Quick Strike chains. If he tries to end a chain combo with a Charge Strike, simply back up or interrupt the attack with a chain combo of your own. At worst, you may get hit by a half-charged attack, which equates merely to a basic Strong Strike that inflicts minimal damage.

The Ultimate Warrior does not have many useful chain combos, but this one can only be countered at the first and last attack. As long as an opponent doesn't counter the first attack, Ultimate Warrior is safe to continue the rest of the combo until the grab at the very end. The grab can be reversed or countered, but you can also mix it up with a Quick Grab or a strike attack to throw off the opponent's timing.



PATH OF CHAMPIONS

In Path of Champions, you can choose between one of three paths to becoming a champion. The Legends path takes you through ten matches of Legends on your way to facing Undertaker, the Superstars path takes you through ten Superstars to get to battle Randy Orton, and the Tag Team path sees you running a gauntlet of Legends and Superstars in tag team matches for a final showdown with D-Generation X.

PATH OF CHAMPIONS LEGENDS: UNDERTAKER

The World Heavyweight Championship is on the line at SummerSlam. Can you run a gauntlet of hard-fought matches against the greatest Legends in WWE history and defeat Undertaker?



NOTE You cannot play as Undertaker in Path of Champions Legends. If you choose a Legend that's listed as an opponent in Path of Champions Legends, he will be replaced by Sgt. Slaughter in the designated match.

NOTE The strategies in this chapter are based on the All Star (hardest) difficulty setting. Strategies may vary at lower difficulty settings.

SUBSTITUTE STRATEGIES: SGT. SLAUGHTER

You cannot battle against a Legend that you're currently playing as. Therefore, if you opt to play one of the Legends you're supposed to face off against, that Legend is replaced by Sgt. Slaughter. The closer you are to going head-to-head with Undertaker (match 10), the harder Sgt. Slaughter is to defeat. Strategies also vary depending on the match type. However, there are still a few important tips to keep in mind when facing Sgt. Slaughter.

Sgt. Slaughter lives up to his name in most Path of Champions Legends matches. Be very careful when you attack Slaughter. He has a superior reversal to most other Legends and Superstars in the game. You have to be very quick to perform a double reversal if one of your attacks is reversed by Slaughter. However, on the bright side, if you can pull off the double reversal, you stun Slaughter, providing a much needed opening to get back on the offensive.



If Sgt. Slaughter counters an attack ...

... you must be quick to pull off a double reversal.

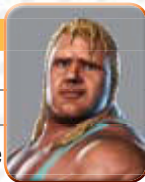
Focus primarily on short chain combos and Quick Grabs. If you use long combos or go for Strong Grabs, Slaughter will take every opportunity to interrupt with an attack of his own. Keep it short and sweet to limit Slaughter's ability to interrupt. You also must be ready to run away or use reversals when needed. Slaughter will unleash a flurry of attacks that makes it difficult to get away. This is a great time to perform a reversal if you're skilled enough. If not, get away from Slaughter as quickly as possible. Whatever you do, don't continually attack in this situation. If you do, you'll just get hit by Slaughter repeatedly and end up losing a lot of health in the process.

It may take some time, but with carefully placed attacks and a focus on short chain combos and Quick Grabs, Slaughter's health will begin to diminish. Use Signature Moves and Finishers whenever possible, then go for a pin or Finisher once Slaughter's health meter is flashing.

>>MATCH 1

Opponent: Mr. Perfect**Match Type:** 1 vs. 1

In Path of Champions, the difficulty scales up as you get closer to the ultimate goal. Therefore, the match against Mr. Perfect is fairly straightforward. All you really need to do is mix up your chain combos and grabs to limit Mr. Perfect's use of counters. Use Signature Moves as they become available, and either go for the pin or KO once Mr. Perfect's health meter is flashing.



>>MATCH 2

Opponents: Eddie Guerrero and Jimmy "Superfly" Snuka**Match Type:** Triple Threat Elimination

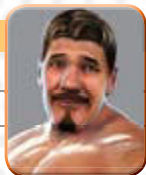
In an Elimination match, the last remaining combatant is declared the winner. It is not necessary for you to do anything else to win. With this in mind, there's an easy way and a hard way to successfully win this match. The hard way is to battle it out, toe-to-toe with Eddie Guerrero and Jimmy "Superfly" Snuka. At times, they will double-team you, making it difficult to escape without taking damage. Other times, you'll be able to focus on one, without having to worry about the other. However, for most of the match, it will be an uphill battle with your selected character working hard to avoid getting interrupted in the middle of combo chains and taking considerably more damage than you should be. To pull this one off, you'll need to be very skilled at counters and know when to block, when to run away, and when to attack.



Stay away from Guerrero and Snuka.

The easy way is what you should be gunning for. Stay away from Guerrero and Snuka, and allow them to engage each other. Your best bet is to leave the ring, but if you leave too early in the match, both opponents will follow you out. If this happens, walk around the outside of the ring to the opposite side, then get back in the ring. You can also engage one of them until the other is within attack range, then head back into the ring. You want to stay as far away from the opponents as possible and wait for them to attack each other.

Once your two opponents are occupied, leave the ring until at least one opponent is down to a single red bar of health. While you're waiting, use taunts to build your Finisher meter. When it's full, store your Finisher so it's ready to use at a moment's notice. When either Guerrero's or Snuka's health meter reaches one red bar, get back in the ring, but stay away from the action. If one of them goes for a pin, break it up, then back away again.



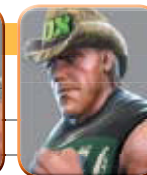
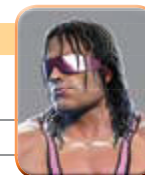
When one of the opponents is weak ...



... allow the other opponent to finish him off!

As soon as one of their health meters is flashing, use a Finisher on the crippled Legend. Depending on how the other opponent acts, you may need to pummel him first, then unleash the Finisher. In this instance, use a Strong Grab, followed by an Irish Whip toward the topes. This will knock the opponent over the ropes and keep him out of the ring long enough to pull off the Finisher on the remaining Legend. If the opponents are still battling it out, let one of them finish the other off. Only interfere if you see an opening. When only one Legend is left, this is a relatively easy battle. Finish him off with another Finisher to move on to the next match.

>>MATCH 3

Opponents: Bret "Hit Man" Hart, "Macho Man" Randy Savage, and Shawn Michaels**Match Type:** Elimination

This Elimination match is similar to the previous Triple Threat match, except that the winner is not the first one to score a KO or win by pinfall. Instead, the last man standing is declared the winner. This actually makes it much easier to win if you choose the easy way. Once again, you can opt to go the hard route and battle it out with the three Legends. However, like in the previous match, it's difficult to pull off full chain combos because the other Legends will interrupt your attacks. This is especially true after one Legend has been eliminated because then there's no one else to occupy the remaining Legends. Once again, you must be very skilled at counters and know when to block, when to attack, and when to run away.



Get out of the ring as quickly as possible ...



... and go one-on-one if a Legend follows you out.

The easy way is highly recommended. Get out of the ring as quickly as possible. There's a chance one of the Legends will follow you out. If this happens, take on the straggler in what is essentially a 1 vs. 1 match. Try to stay as far away from the other two Legends as you can. You want them to keep each other occupied while you take on the Legend that followed you out of the ring. If you're lucky, all three Legends will remain in the ring and you can sit back and watch them eliminate each other while you build up your energy meter with taunts.



Let the Legends eliminate each other ...

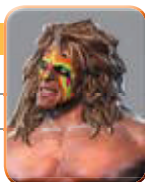
... then finish off the last one to win the match!

If one Legend followed you out of the ring, eliminate him with a KO or pinfall. However, if at any point he gets back into the ring, stay outside and let him get involved with the other two Legends. While you wait, use taunts to build up a Finisher, then store the Finisher for quick use later in the match. When only one Legend remains, he will be very low on health. Get back into the ring, use a few chain combos and grabs to remove any remaining health from the opponent, and then execute your Finisher when his health meter is flashing. Knock the Legend down with a grab or chain combo if you have trouble landing the Finisher. You can also go for a win by pinfall if the opponent is overly aggressive.

>>MATCH 4

Opponent: Ultimate Warrior

Match Type: 1 vs. 1

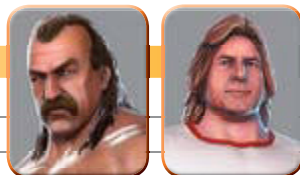


The match against the Ultimate Warrior is a fairly basic 1 vs. 1 match that plays out like any other normal match. Vary your chain combos and mix in grabs from time to time. Use the strengths of your selected character to dwindle the Ultimate Warrior's health meter, then go for a KO or win by pinfall. Watch out for the Ultimate Warrior's counters. He does reverse more often than the opponents in the previous three matches so be ready to pull off a reversal if need be.

>>MATCH 5

Opponents: Jake "The Snake" Roberts and Roddy Piper

Match Type: Triple Threat Elimination



This Elimination match is one of the most difficult matches in Path of Champions Legends. To put it simply, be prepared for a very hard match against Jake "The Snake" Roberts and Roddy Piper. Although this is not a Handicap match, both computer-controlled opponents seem to be out to get you and only you. At times they will attack each other but for a majority of the match their only objective is to take you out. You must be careful and play very defensively to pull out a win in this match.



Move in and out of the ring ...

... and let your opponents do battle.

When the match begins, move in and out of the ring, focusing on only one of your opponents. As you move in and out, both opponents will follow you. However, one should be closer to you than the other. The closer opponent is the one you should focus on. If you're lucky, one of the opponents will stay in the ring and you can go one-on-one with the remaining opponent until the other decides to join in the fun.

Try to stay focused on the same opponent, but if you can face off against either single one alone, take the opportunity whether he's the one you've been gunning for or not. You have to pin or KO both of the opponents to win the match, but it's much easier once only a single opponent remains. It's difficult to stay focused on one the entire time because the other opponent will be aggressively attacking you, but do your best to eliminate one opponent as quickly as possible. Roberts is the more difficult of the two Legends because he has a superior counter, so stay on Piper if you can.

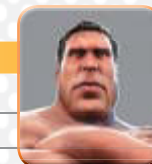
Use Signature Moves as soon as they become available, but save your Finisher to KO the first victim. You need to lower your opponents' health meters as quickly as possible. The faster you can end the match, the less chance of the opponents teaming up on you and taking a chunk out of your health meter. If you get pinned, it's extremely difficult to escape no matter how much health you have, so avoid this at all costs by running away from the Legends whenever both are attacking at once.

When one of the Legends is low on health, store a Finisher and be ready to use it as soon as his health meter is flashing. Alternatively, use a Strong Grab to stun the opponent, then use a non-stored Finisher. You can go for a pin, but it's much harder to pull off because you have to get the other Legend far away from you, or stun him to ensure that he doesn't interrupt your pin. If you win by KO, all you have to do is land a Finisher.

>>MATCH 6

Opponent: Andre the Giant

Match Type: 1 vs. 1



The battle against Andre the Giant is not that difficult as long as you know what his strengths are. Andre doesn't have much range and isn't very fast, for the most part. This means that you can use Charge Strikes (if you're playing as a Brawler class) or Strong Grabs as long as you execute these attacks from maximum range. It's very unlikely that Andre will interrupt or block these attacks when they're performed from a distance.



Use Charge Strikes or Strong Grabs from maximum range.

When it comes to Signature Moves and Finishers, you cannot follow this same logic. Instead, you must knock Andre to the mat, then execute a Signature Move or Finisher as he's standing up. If you attempt to use either special attack while Andre is on his feet, there's a high probability that he will interrupt your attempt. In fact, this is one of the few instances when Andre moves very quickly.



Knock Andre to the mat ...

... then use a Signature Move as he stands up.

It's also important to keep in mind the fact that Andre the Giant has one and a half times the health that most of the other Superstars and Legends have. This means that everything you hit him with inflicts less damage than it does against almost every other combatant in the game. Do not save your Signature Moves or Finishers because you need them to wear Andre down. When Andre's health meter is flashing, go for the pin or use a Finisher to win by KO.

>>MATCH 7

Opponent: The Rock

Match Type: 1 vs. 1

You don't have much to worry about in this 1 vs. 1 match against The Rock. No matter how you look approach the match, you won't be smelling anything The Rock is cooking. Play this match just like any other 1 vs. 1 match. The Rock uses counters, but not excessively. As long as you vary your chain combos and use a few grabs here and there, you won't have to worry about too many counters from The Rock.



If you're approximately half a ring length away ...

... watch out for The Rock's running grabs.

Watch out for The Rock's running grabs whenever you're half a ring length away. It may look like The Rock is going to miss whatever attack he's attempting, but be ready for a running grab attempt. They have deceptive range and execute faster than you would expect them to.

Other than this minor concern, The Rock is a push over. Use your Signature Moves following a knockdown as they become available. As long as The Rock is standing up when you initiate the Signature Move, it's very unlikely he will interrupt the attempt. Save your Finisher to use as a KO when The Rock's health meter is flashing red. This should come quickly if you use chain combos that stun him and mix in grabs to keep things varied.

>>MATCH 8

Opponent: Stone Cold Steve Austin

Match Type: Extreme Rules

After seven matches against brutal opponents, you finally have a easy win in sight. Since this is an Extreme Rules match, objects are scattered around the outside of the ring. You can use these objects to damage to Stone Cold Steve Austin, without fear of disqualification.

At the onset of the match, attack Austin with your choice of chain combos or grabs. Shortly after the match begins, Austin will leave the ring to pick up an object. Allow him to do this, but stay close to the ropes. When he enters the ring use a counter to take the object from him and put it in your hands.

Immediately following the counter, Austin is stunned. This gives you enough time to use a Quick Strike object attack. If Austin is close enough to the ropes, you can use this attack up to four times before the object breaks. If Austin moves out of range, either drop the object or use a Running Quick Strike or Strong Strike with the object in hand. If you're not good at counters, don't worry, it's much easier to counter an object attack than it is to counter or reverse any other attack in the game.



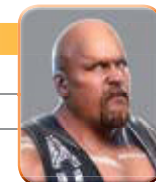
Allow Stone Cold to leave the ring and pick up an object.



Counter Austin's object attack ...

... to steal the object from him.

With Austin pinned against the turnbuckle, continue to use Quick Strikes with the object until his health meter is flashing. At this point, drop the object and use a Finisher to score a KO and win the match. Don't worry about storing the Finisher; Austin will be stunned long enough for you to land the Finisher even without storing it first.





Keep Austin pinned near the ropes ...

... to land multiple object attacks.

Repeat this process until Austin's health meter is flashing. At this point, use a Strong Grab or Signature Move to knock Austin to the mat. If he's stunned on the ground, go for a Finisher to score a KO and win the match. If he's not stunned, use another Signature Move or a Strong Grab to knock him down again. It will not take more than two knockdowns to get Austin stunned on the ground.

>> MATCH 9

Opponent: Hulk Hogan

Match Type: Steel Cage

The Steel Cage match against Hulk Hogan can be easy or very difficult. All you need to do is pummel Hogan enough to give yourself time to get out of the cage. You cannot win this match by KO or pinfall—you have to escape the cage. If Hogan reaches the top of the cage, it's extremely hard to prevent him from winning, so make sure you take control of the match and make your escape before Hogan does. Keep in mind Hogan cannot escape the cage early in the match. Even if he starts climbing, he will be forced to jump back down to the mat. Only when your health meter is low can Hogan successfully climb out of the cage.



Use a Signature Move or Finisher ...



... to stun Hogan on the ground ...

... then attempt to climb out of the cage.

Use chain combos and grabs to inflict damage to Hogan. He doesn't counter any more than the average computer-controlled opponent, so just use your character's strengths and basic tactics at the beginning of the match. Use your Signature Moves and Finisher as soon as they're available. If Hogan is stunned on the ground following either attack, start climbing as quickly as possible. When you reach the top, the cage escape minigame begins. You must be successful five times to escape the cage.

The weaker Hogan is, the easier the cage escape minigame becomes. Under most circumstances, you must use this strategy three or four times to get five chances at the cage escape minigame. If you're quick, you can escape with only two chances, but either way, you must start climbing every time Hogan is stunned on the ground.

>> CHAMPIONSHIP MATCH

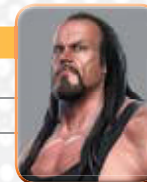
Opponent: Undertaker

Match Type: 1 vs. 1

The fated battle against Undertaker is finally here, but this is actually one of the easiest matches of the Path of Champions Legends mode. The only thing Undertaker does that's out of the ordinary is climb the turnbuckle and connect an attack no matter where you are in the ring. Be ready to block or perform a counter if you see him mount the turnbuckle.

Beyond this basic precaution, the match against Undertaker is a walk in the park. Just follow the basic strategies of the character you have selected, vary your attacks and go for a pin or KO to win the match. Remember to wait until

Undertaker's health meter is flashing red before you attempt to pin him or go for the KO. However, if Undertaker is lying on the mat, flashing grey, you should be able to successfully pin him, despite the condition of his health meter.



PATH OF CHAMPIONS SUPERSTARS: ORTON

Randy Orton, the WWE's Apex Predator, has pitted the entire roster against one another in a battle to face him at *WrestleMania* for the WWE Championship. Are you up to the challenge?

NOTE

You cannot play as Randy Orton in Path of Champions Superstars.

If you choose a Superstar that's listed as an opponent in Path of Champions Superstars, he will be replaced by Kane in the designated match.



>>MATCH 1

Opponent: Drew McIntyre

Match Type: 1 vs. 1

The first match in Path of Champions Superstars is the easiest of the 10 matches featured. The only thing you need to worry about when facing McIntyre is that he does not hesitate to use counters. Either be ready to execute a reversal, or vary your attacks as much as possible to limit his counters. Either way, use your selected character's strengths and you should have few problems taking out McIntyre and moving on to the next match.



>>MATCH 2

Opponents: John Morrison and Kofi Kingston

Match Type: Triple Threat Elimination

In this Triple Threat Elimination match against John Morrison and Kofi Kingston, the last man standing wins. When the match begins, stay away from your two opponents to the best of your ability. Leave the ring and watch Morrison and Kingston to see if they follow. If either opponent follows, get back in the ring while you continue to keep your distance. Continue this process until Morrison and Kingston stop paying attention to you and start battling each other.



Move in and out of the ring ...

... until the opponents occupy themselves.

SUBSTITUTE STRATEGIES: KANE

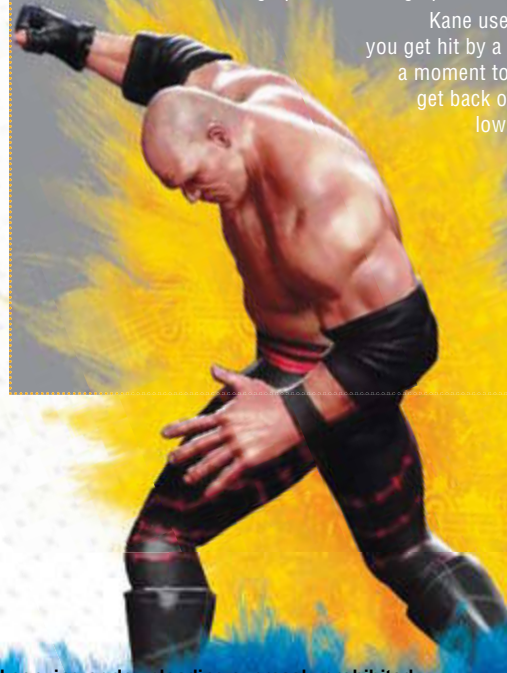
You cannot battle against a Superstar that you're currently playing as. If you opt to play one of the Superstars you're supposed to face off against, you'll face Kane in the ring instead. The closer you are to going head-to-head with Randy Orton (match 10), the harder Kane is to defeat. Strategies also vary depending on the match type. However, there are still a few important tips to keep in mind when facing Kane.



Kane is a fearsome opponent no matter when you face him. Unless you're a huge Kane fan, it would be easier to just avoid selecting one of the featured Superstars so that you don't have to battle Kane at all. However, in the event that you do face Kane, be ready for a blistering number of reversals. Kane will not hesitate to reverse the first attack in chain combos and block as soon as he's able to during longer chain combos. He'll also reverse grabs if you use them too much. Be ready to use a double reversal at all times.

The key to defeating Kane is to take him down quickly. Alternate between chain combos and grabs so that you're using them at an almost 50/50 ratio. It's the only way to limit Kane's reversals. Even with a 50/50 ratio, Kane will still reverse a good number of your attacks. Still, this is the best way to inflict damage quickly and efficiently. Use Signature Moves when they become available, but always wait until after knocking Kane to the mat before executing a Signature Move. If you don't use one as Kane is standing up, there's a high probability he will interrupt the attempt.

Kane uses a lot of single-hit, powerful attacks. If you get hit by a few of them, move away from Kane for a moment to regroup, then use a running attack to get back on the offensive. It does not matter how low Kane's health is, he can always make a comeback, so be very careful if he lands a few attacks in a row. If you battle Kane early in Path of Champions Superstars, you can pin Kane when his health is low. However, after match 4 or 5, it's best to save your Finisher for a KO victory once Kane's health meter is flashing.



At this point, stay outside the ring (or inside if the two opponents are engaged outside the ring) and use taunts to build your Finisher meter. It takes approximately five taunts to reach a full meter. Once you have a Finisher ready to go, store it so you can use it as quickly as possible when the time comes.

Stay as far away from the opponents until at least one of them is down to a single red health bar. When this happens, move back into the ring and wait for one Superstar to reach a flashing health bar. Either allow one of the opponents to take out the other, or slam the healthier opponent to the mat or use an Irish Whip to stun him against a turnbuckle. As soon as you have an opening, use your Finisher on the opponent whose health meter is flashing red.

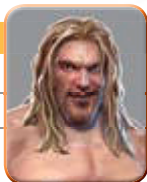
Alternatively, you can battle one-on-one against either of the opponents if you can separate them. This is generally a faster method, but it's also more dangerous. If you're not a skilled player, allow the two opponents to do most of the work. However, if you are skilled, keep moving in and out of the ring to ensure you only face off against one opponent at a time. Save your Finisher to take out the first opponent with a flashing health meter. When only one opponent remains, this match becomes a basic one-on-one battle.

>>MATCH 3

Opponent: Edge

Match Type: Extreme Rules

The first Extreme Rules match of Path of Champions Superstars follows the same basic strategies as every other Extreme Rules match. Use chain combos and grabs of your choice at the onset of the match. Shortly after the match begins, Edge will leave the ring to pick up one of the objects found around the outside of the ring. Allow him to leave but stay close to the ropes. Counter Edge's next attack to take the object from him.



Let Edge leave the ring and pick up an object ...

... then use a counter to take the object from him.

If Edge is close to the ropes, you can attack up to four times with the object while Edge is stunned. If you're too far away from the ropes, you can only get one guaranteed object Quick Strike attack. After the attack, use a Running Quick Strike with the object, or simply drop it.



Keep Edge near the ropes ...

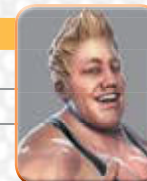
... to connect multiple object attacks.

Repeat this process, mixing in Signature Moves when you have them available, until Edge's health meter is flashing. At this point, use another Signature Move or a Strong Grab to knock Edge to the ground. If Edge is stunned on the ground, use a Finisher to score a KO and win the match. If he is not stunned, use another Signature Move or Strong Grab to stun him, then use the Finisher.

>>MATCH 4

Opponent: Jack Swagger

Match Type: 1 vs. 1



Jack Swagger is not to be taken lightly in this match. He reverses attacks very often, so make sure you use plenty of grabs to prevent this. Even if you vary your chain combos, Swagger still reverses a majority of your attacks. Grabs are your only safe resource, but you must use chain combos as well to prevent Swagger from escaping the grabs. Use two grabs for every one chain combo and you will greatly limit Swagger's counters.



Swagger counters a lot ...

... so stick to grabs for the most part.

When a Signature Move becomes available, be cautious when you use it. This is one of the few matches against a computer-controlled opponent in which your Signature Moves will be reversed. You cannot rely on Signature Moves for big damage, but use them after a knockdown when they're available. If a Signature Move is reversed, you take no damage, so the only downside is the loss of the Signature Move attempt.

Continue using grabs with the occasional chain combo until Swagger's health meter is flashing. In this match it's best to knock Swagger down, then go for a pin. It's possible to win with a KO by connecting a Finisher, but Swagger will do his best to prevent this. Knocking him down and winning by pinfall is an easier way to win in this case.



Go for the win by pinfall instead of a KO.

>>MATCH 5

Opponents: CM Punk and Rey Mysterio**Match Type:** Elimination

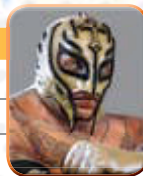
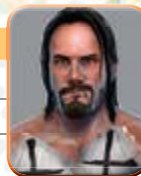
In this Elimination match against CM Punk and Rey Mysterio, stay away from the two Superstars and let them eliminate each other. Get out of the ring as soon as possible and stay behind one of the turnbuckles. This position allows you to see any flying attacks coming so you can evade or reverse them properly. If you stand behind the ropes, it's easy for Mysterio or CM Punk to use a quick flying attack from inside the ring and hit you before you have a chance to react.



Stand behind the turnbuckle to avoid fast, flying attacks.

If CM Punk or Mysterio leave the ring, move inside until they return. Always stay in the opposite location of the two opponents: If they're inside the ring, you should be outside. If they move outside the ring, you should move back inside. The objective is to make them do as much of the work as possible so you only have to face whoever is left standing.

Once CM Punk and Mysterio are entertaining themselves, use taunts to build your energy meter. When your meter is full, store a Finisher so it's ready to use at a moment's notice. Wait for one of the opponents to be eliminated, then knock the other down and use a Finisher as he stands up to win the match with a KO.



>>MATCH 6

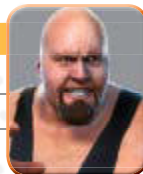
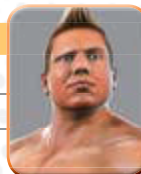
Opponents: The Miz and Big Show**Match Type:** Triple Threat Elimination

Much like the previous Triple Threat Elimination match, you are basically the only target of both Big Show and The Miz. Throughout most of the match, they will ignore each other; their main objective is to take you down. This makes for a very difficult match in which defense and strategic thinking prevail.



Move in and out of the ring ...

... until you are battling only one Superstar at a time.



The best course of action is to make every attempt to engage only one Superstar at a time. If you're battling both Superstars at once, it's very easy for your attacks to get interrupted, or to be trapped in a barrage of attacks from both opponents. You want to avoid this at all costs because getting caught in either position could easily lead to a significant loss of health.

Move in and out of the ring to face off against only one Superstar. Ideally, you want to focus on The Miz, but in this situation, attack whichever Superstar you have in a one-on-one environment. As soon as the other Superstar gets close, move in or out of the ring to get away.

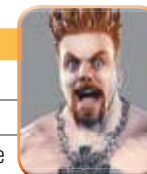
It will take some time, but eventually one of the Superstars' health meters will be flashing red. When this happens, wait for another one-on-one situation with either Superstar, knock him to the ground, and if he's stunned go for a Finisher. It's important to end the match with a KO because an opponent can easily interrupt any attempt at a pin. Once the match is down to a single opponent it becomes a normal one-on-one match.

>>MATCH 7

Opponent: Sheamus**Match Type:** Extreme Rules

The seventh match in Path of Champions Superstars is another Extreme Rules match. Take the easy way out again and let Sheamus leave the ring to acquire an object weapon. Stay close to the ropes, and as soon as he re-enters the ring, use a counter to take the object from him. Then, with the object in hand, immediately use Quick Strikes to attack Sheamus. If Sheamus is close to the ropes, you can connect with up to four attacks. If he's not, attack until he's out of range, then use a Running Quick Strike, or simply drop the object.

Repeat this process, and use Signature Moves when you have them available. When Sheamus has a flashing red health meter, knock him down with a Signature Move or Strong Grab until he's stunned on the ground, then use a Finisher to end the match with a KO. Do not try to use a Finisher without knocking Sheamus to the ground first. He counters Finisher attempts more often than not if you do not stun him first.



>>MATCH 8

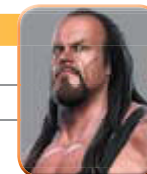
Opponent: Undertaker**Match Type:** Steel Cage

The first and only Steel Cage match of Path of Champions Superstars pits your selected character against Undertaker. While this may seem like a tough challenge at first, a few basic strategies will make this match go quickly and in your favor.



Use Signature Moves ...

... to stun Undertaker.



Undertaker battles against you with a fairly straightforward strategy. Use the strengths of your character and be sure to vary your chain combos and mix in grabs to limit his counter opportunities. Use Signature Moves and Finishers as they become available. The key to winning a Cage match is to attempt to climb out of the cage every time the opponent is stunned on the ground. Signature Moves and Finishers are the best way to do this.

If Undertaker climbs the cage first, it's very difficult to bring him down. Likewise, if you do not damage him enough and he catches you before you can get out of the cage, it's almost impossible to escape his grasp. However, if Undertaker tries to climb out of the ring while you still have a lot of health remaining, he won't be able to make it out.



Climb up the side of the cage ...

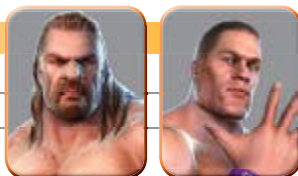
... and succeed five times in the minigame to win the match.

Use Signature Moves and Finishers, and move toward the ropes. If Undertaker is stunned on the ground, quickly climb the side of the cage and start the cage escape minigame. You must complete the minigame five times to win the match. It usually takes at least two or three attempts before you can complete the minigame five times. Even with Undertaker stunned on the ground, he will stand up and follow you before you can escape. This is why it takes at least two or three attempts to complete the minigame five times.

»MATCH 9

Opponents: Triple H and John Cena

Match Type: Elimination



This Elimination match against Triple H and John Cena is very similar to the previous match against CM Punk and Rey Mysterio. The same strategies apply here, so move in and out of the ring until Cena and Triple H are focusing on each other. While you wait for one of them to eliminate the other, use taunts to build your energy meter. When it's full, store a Finisher for later use.



Let Triple H and John Cena eliminate one another ...

... then use a Finisher on the remaining Superstar to win the match!

When one of the Superstars has been eliminated, engage the remaining opponent and use a variety of chain combos, grabs and Signature Moves to deplete what little health he has remaining. Once his health meter is flashing red, knock him to the mat, then use your stored Finisher as he stands to win the match with a KO.

Alternatively, you can attempt to eliminate both opponents, but this is a significantly harder challenge. You must employ careful thought to know when to attack, when to use a counter, and when to move away to avoid getting double-teamed. It's certainly possible to win the match by eliminating both Superstars, but other than the pride you'll have in the accomplishment, there's no additional benefit that you won't gain from using the much easier strategy.

»MATCH 10

Opponent: Randy Orton

Match Type: 1 vs. 1



Now that you've fought your way through nine matches of varying difficulty, you're rewarded with a rather easy match against Randy Orton. This is a basic 1 vs. 1 match that allows you to focus exclusively on defeating Orton.

Use your character's best strategies and vary your attacks between chain combos and grabs. Orton uses counters, but not as much as some of the other Superstars you've faced over the last nine matches. Orton doesn't do anything out of the ordinary, which means you can use Signature Moves as they become available. Save your Finisher to score a KO once Orton's health meter is flashing, or use a pin to win the match. Either way, the real difficulty was getting to Orton, not the actual match against him. He isn't much of a challenge, so this match should be over in no time.



PATH OF CHAMPIONS

TAG TEAM:

D-GENERATION X

Who is the greatest Tag Team in WWE History? Legends and Superstars are teaming up to answer the question once and for all. Can your team survive and defeat D-Generation X at *WrestleMania*?

NOTE

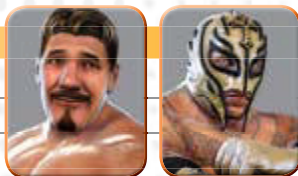
You cannot play as Triple H or Shawn Michaels in Path of Champions Tag Team. If you choose one Legend or Superstar that's listed as an opponent in Path of Champions Tag Team, that opponent will be replaced by Ricky "The Dragon" Steamboat in the designated match. If you choose both opponents listed in a Tag match, Jimmy "Superfly" Snuka will take the place of the other participant.



>>MATCH 1

Tag Team Opponents: Eddie Guerrero and Rey Mysterio

Match Type: Tornado Tag Team



In a Tornado Tag Team match, all four characters are battling it out at once. There's no need to tag in and out, and you control only your character, never your tag partner. You must have faith in your computer-controlled tag team partner, and worry about your own battle instead of what's going on elsewhere in the ring.

When the match begins, let your opponents determine who engages who. Under most circumstances, the character directly across from your selected character is the one who will engage you first. In this match, that would be Eddie Guerrero. This is a good thing because Guerrero doesn't reverse much. However, he can use a single attack followed by a Signature Move, so be on the lookout for that. If he uses this technique, use a Quick Strike to interrupt the Signature Move attempt.



Stay close to your partner ...

SUBSTITUTE STRATEGIES: RICKY "THE DRAGON" STEAMBOAT AND JIMMY "SUPERFLY" SNUKA

You cannot battle against a Legend or Superstar that you're currently playing as. Therefore, if you opt to play one of the Legends or Superstars you're supposed to contend with, that opponent is replaced by Ricky "The Dragon" Steamboat. The closer you are to going head-to-head with D-Generation X (match 10), the harder Ricky "The Dragon" Steamboat is to defeat. Strategies also vary depending on the match type. Here are a few important tips to keep in mind when facing Ricky "The Dragon" Steamboat.

As long as you add some variety to your attacks, Steamboat doesn't reverse very much. In fact, unless you use the same attack several times in a row, it's not common to see Ricky use a reversal. With this in mind, you'll find Ricky is susceptible to grabs and longer chain combos early in the match. Use this to stock Signature Moves until you have at least two to use.

At this point, knock him down, then use a Signature Move as he stands up. Do this again after the first Signature Move, then store your Finisher (if it's ready to use) after the second Signature Move. Hold off on using the Finisher until Ricky's health meter is flashing.

You only face Jimmy "Superfly" Snuka as a tag partner of Ricky "The Dragon" Steamboat if your selected tag team is the same team you'd be facing in the match. If you select only one of the tag team partners you're supposed to be facing, the replacement is always Ricky "The Dragon" Steamboat. This means that Ricky will almost always be your opponent since it's rare for the opponent in the opposite corner (in this case, Jimmy "Superfly" Snuka) to attack you. However, if Snuka does attack you, the only thing you need to worry about is his superior reversal. You won't have much time to react to it, but if you can perform a double reversal Snuka will be stunned.



Jimmy "Superfly" Snuka only shows up as a tag team partner of Ricky "The Dragon" Steamboat.



During your battle, keep an eye on your tag partner's health meter. If it drops into the red, you need to either leave your opponent and help your team mate, or score a KO on your opponent as soon as possible. Once your tag partner's health meter is flashing red, either opponent can end the match with a quick Finisher. It's also possible for the match to end by way of pinfall, but if this happens, you have a chance to interrupt the pin by attacking the opposing Superstar or Legend.



Use a Finisher to end the match with a KO.

Vary your attacks between chain combos and grabs, and use your Signature Moves as they become available, but save your Finisher for a KO victory. It's the easiest way to end the match, and you won't have to worry about a pin getting interrupted. Just make sure to stay near your partner as you are waging your own battle so you can bail him out if necessary.

>>MATCH 2

Tag Team Opponents: "Rowdy" Roddy Piper and Drew McIntyre

Match Type: Tornado Tag Team

The Tornado Tag Team match against "Rowdy" Roddy Piper and Drew McIntyre is very similar to the previous match against Eddie Guerrero and Rey Mysterio. Allow the opponents to choose whom they're facing off against; this should pair you up with Roddy Piper. Once again, this is good because Piper doesn't use many counters, which means you can blister him with an offensive barrage.

Stay moderately close to your tag partner just in case you need to bail him out. Use Signature Moves as they become available, but save your Finisher to end the match with a KO. If you go for a win by pinfall, the opposing character will stop battling your teammate and do everything he can to interrupt your pin. A win by KO prevents this and provides a quick and easy end to the match.

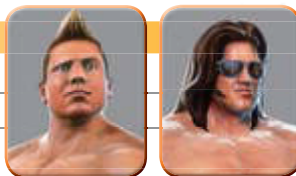


>>MATCH 3

Tag Team Opponents: The Miz and John Morrison

Match Type: Elimination

The first two matches in Path of Champions Tag Team are Tornado Tag matches. The third match marks the first Elimination match. While this is still a Tag match, it's very similar to a non-Tag Elimination match. The last man standing earns the victory for his team. This has both positive and negative aspects. On the positive side, this means that your teammate can be eliminated and you won't lose the match. However, on the negative end of things, if your partner is eliminated you're essentially in a 1 vs. 2 Handicap match, and if you're eliminated, you must rely on your computer-controlled partner to take out two opponents to win the match.



Like the other Tag Team matches, let the opponents determine who they'll be facing off against. If you're up against Morrison, watch out for his Strong Strike kick attack that executes quickly and stuns if it connects. Play as you normally would, mixing up your attacks between chain combos and grabs, using Signature Moves as they become available. Save your Finisher to use on whichever opponent has a flashing health meter first. It's extremely important to take out one of the opponents as quickly as possible to give your team the advantage.



Save your Finisher to take out one of the opponents as quickly as possible.

When there's only one opponent remaining, let your teammate keep him occupied if he isn't initially attacking you. Use this time to build your energy meter with taunts, then store your Finisher for later use. Ignore your partner and engage the single remaining opponent to quickly deplete his health meter, then use the Finisher to end the match with a KO.

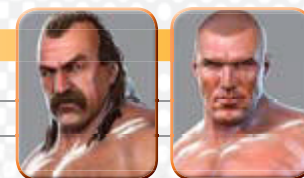
If your partner goes down first, move in and out of the ring in an effort to face off against only one opponent at a time. As soon as the second opponent closes in, switch your position to move in or out of the ring. Repeat the process until you can KO one of the opponents, then focus on the other in what will be a standard 1 vs. 1 match. Do not go for a pin because it's very probable that the other opponent will interrupt. Avoid doing battle against both opponents at once. This is especially dangerous in this tag team situation because it's very likely that your health will be somewhat low by the time your partner is eliminated.

>>MATCH 4

Tag Team Opponents: Jake "The Snake" Roberts and Randy Orton

Match Type: Extreme Rules

An Extreme Rules match against computer-controlled opponents is very different when it's a Tag Team match compared to a 1 vs. 1 match. Under most circumstances, the opposing team ignores the objects. Play this like any other Tornado Tag match. Like the previous Tag Team matches, let the opponents determine who faces off against one another.



Stay close to your partner, but keep the opponents separated.

Try to keep the opponents separated, but stay close enough to your partner to interrupt a pin attempt if you need to. Use Signature Moves as they become available, but save your Finisher to KO the opponent when his health meter is flashing red. If your partner starts attacking your opponent, just switch to your partner's former opponent. If you try to keep the same opponent when this happens, your partner's former opponent will attack you until your partner engages him again.

MATCH 5

Tag Team Opponents: Sgt. Slaughter and Jack Swagger

Match Type: Tornado Tag Team



The fifth match in Path of Champions Tag Team is another Tornado Tag match. This time you're up against Sgt. Slaughter and Jack Swagger. Allow Swagger and Slaughter to select their opponents. In most cases, you'll be matched up with Sgt. Slaughter. Unfortunately, Slaughter is the more deadly of the two because he has a superior counter. You won't have much time to perform a reversal, but if you're quick, the reversal stuns Slaughter and gives you an opportunity to attack.



You must be quick to reverse Sgt. Slaughter's counter ...

... but if you pull it off, Slaughter will be stunned.

This match plays out just like the previous Tornado Tag matches. Stay close to your partner in case he needs assistance, but focus on your own battle. Save your Finisher to score a KO victory in order to avoid an opponent interrupting a pin attempt. If your partner gets low on health, switch opponents to give him a hand. The first team to succeed with a pin or earn a KO wins the match, so if your partner goes down, you lose.

MATCH 6

Tag Team Opponents: The Rock and Stone Cold Steve Austin

Match Type: Extreme Rules



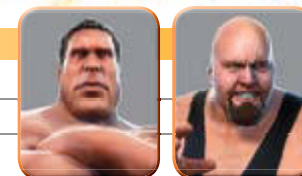
The Tag Team match against the Legends, The Rock and Stone Cold Steve Austin, is another Extreme Rules match. Once again, the opponents ignore the objects scattered outside the ring. Do not attempt to use the objects because The Rock and Stone Cold almost always counter object attacks and followed with a guaranteed counterattack.

Try to stay away from your tag partner in this match so you don't interfere with his attacks, but remain close enough to save him if he gets pinned. Use Signature Moves freely, but save your Finisher until the opponent's health meter is flashing red. A Signature Move or Strong Grab will leave the opponent stunned on the ground, which gives you time to use a Finisher and end the match with a KO.

MATCH 7

Tag Team Opponents: Andre the Giant and Big Show

Match Type: Elimination



At first glance this may seem like a normal Tag Team Elimination match, but it is arguably the most difficult match in the Path of Champions Tag Team set. Andre the Giant and the Big Show have more health than any other Superstar or Legend in the game. Their attacks also inflict significant amounts of damage, and while they may seem slow, they can attack quickly if they're trying to interrupt a Signature Move.

Allow your opponents to select who they'll be battling. It's very likely that you will be facing off against Andre the Giant. No matter who your opponent is, keep a close eye on your partner. Big Show and Andre can quickly take your partner down to very little health, and if you're not careful the match could be over before you know it.

Mix up your attacks between chain combos and grabs, and use Signature Moves when they become available. Neither opponent uses counters more than an average amount so you don't have to worry about reacting with reversals. However, it's important to save your Finisher until one of the two opponents has a flashing red health meter. It's imperative to take down Andre the Giant or Big Show before you or your partner go down. If your partner is on the verge of getting eliminated, change opponents and help him out.



Save your Finisher to take out the first opponent with a flashing health meter!

When there's only one opponent remaining, back away and let your partner occupy his time—if your partner has a decent amount of health remaining. Use this opportunity to taunt to increase your energy meter and eventually store a Finisher. If your partner has low health, engage the remaining opponent and beat him down until his health meter is flashing, then go for the pin. Don't worry about a KO victory in this situation because you do not want to give the opponent an opportunity to take you or your partner out.

>>MATCH 8

Tag Team Opponents: Hulk Hogan and "Macho Man" Randy Savage**Match Type:** Tornado Tag Team

No matter which opponent you end up facing, you'll have something to worry about. If you match up against Hulk Hogan, he's very offensive. You must use well-timed counters or move away from Hogan to avoid his offensive barrages. If you find yourself getting interrupted while performing chain combos or attempting grabs, stop attacking and either move away to regroup or use a counter to stop Hogan's offense.

If you're up against "Macho Man" Randy Savage, you need to be wary of his superior counter. You don't have much time to react to the Macho Man's counter, but if you can pull off a reversal, Savage will be stunned temporarily. If you're not good at using counters, focus on grabs more so than chain combos and single strike attacks.

Watch your partner closely in this match. If you can't perform a KO quickly, your partner may be in danger. Unfortunately, you can't rely on your computer-controlled partner to hold out very long against either Hogan or Savage. As long as you stay offensive and play well, you'll have enough time to finish off your opponent, but if you get stuck playing defensively, or you start to lose, your partner may not be able to hold out. If you see that your partner has a red bar of health, switch opponents and give him a hand.

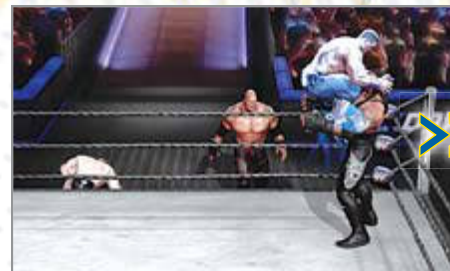
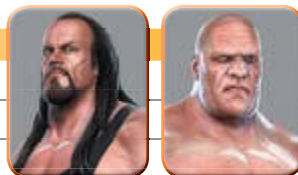


Help out your partner if he gets into trouble!

>>MATCH 9

Tag Team Opponents: Undertaker and Kane**Match Type:** Extreme Rules

For the most part, this is a typical Tag Team Extreme Rules match. The opponents ignore the objects found around the outside of the ring and play as though it's a normal Tornado Tag Team match. Keep a close eye on your partner, but use Signature Moves as they become available. When your opponent's health meter is flashing red, knock him down until he's stunned on the ground, then use a Finisher to end the match by KO.



If the other opponent gets away from your partner ...



... ignore him and focus on your opponent.

One thing to note in this match is that your partner's opponent may get away from him. If this happens, ignore that opponent until he actually hits you. It's not uncommon for the other opponent to get away from your partner, move toward you, but not attack. Do not cease your offense until you've been hit by the other team's second man. If this doesn't happen, continue with the standard strategy.

>>MATCH 10

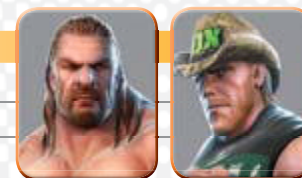
Tag Team Opponents: Triple H and Shawn Michaels**Match Type:** Tornado Tag Team

As is the case with all three Path of Champions match sets, the last match in the gauntlet is one of the easiest. Allow your opponents to determine who they'll be engaging. More than likely, you will battle Triple H. If this is the case, use attacks with the longest range possible. If you use strikes with average range, Triple H will interrupt them with a grab. If you match up against Shawn Michaels, on the other hand, you don't have to worry about this.

Use predominantly grabs against Triple H, and vary your chain combos against Shawn Michaels. When a Signature Move is stocked, use it immediately following a knockdown for best results. Stay close to your partner in case he needs your assistance, and use a Finisher as soon as one of a foe has a flashing health meter. Don't bother going for a pinfall victory because it's very likely the other opponent will interrupt any attempt to win by pinfall.



Triple H will use grabs to interrupt your strikes.



FANTASY WARFARE

The Fantasy Warfare mode answers many of the greatest questions to come out of the WWE. It pits Superstars against Legends to see who is the greatest of all time. You can play as either the Superstar or the Legend in all 15 matches.

NOTE

The strategies in this chapter are based on the All Star (hardest) difficulty setting. Strategies may vary at lower difficulty settings.

GREATEST WARRIOR: ULTIMATE WARRIOR vs. SHEAMUS

Possessed of raw strength and indomitable willpower, these two warriors will stop at nothing to win.

ADVANTAGE: EVEN

These two combatants are evenly matched in almost every respect. If you want to be as technical as possible, Sheamus has a slight advantage simply because it's easier for him to use knockback attacks on Ultimate Warrior than it is for Ultimate Warrior to connect knockback attacks of his own. Meanwhile, Ultimate Warrior has a slightly better juggling ability than Sheamus. Unfortunately, Sheamus has a slight advantage in the end because, while a juggle inflicts more damage, a knockback provides an opening to use Finishers and Signature Moves, which are crucial to any victory.

PLAY AS ULTIMATE WARRIOR

There's only one concern when fighting against Sheamus, be cautious of his counters. At the beginning of the match, Sheamus generally uses counters only if you attack with the same combo chain repeatedly. Avoid this by using a variety of chains starting with Quick Strike and Strong Strike. Try to avoid using stand-alone grabs because Sheamus will make every attempt to interrupt them with a strike.

If you start to get hit with counters, pay close attention to Sheamus's arms as you're attacking. If his arm is raised, a counter is almost always coming. As soon as you see the counter, do not press any buttons and time the double counter input carefully. You only get one chance at the double counter, and if you hit the Counterstrike button too soon, you'll miss the opportunity. Once you connect with a successful double counter, do not let your guard down. Sheamus can and will respond with a triple counter. Push him toward the edge of the ring (either to the ropes of the turnbuckle) to place Sheamus in a stunned state and limit his ability to use counters.



When Sheamus's arm is raised ...



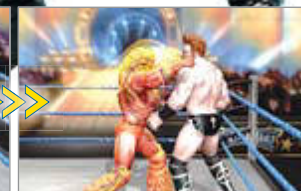
... a counter is about to occur.



Knock Sheamus into the air with a juggle ...



... then initiate a non-stored Finisher ...



... so it connects as soon as Sheamus stands up.

When you have Ultimate Warrior's Finisher ready to go, continue to inflict damage with chain combos until Sheamus's health meter is in the red or flashing. At this point, use any chain ending in a knockback or juggle. If you choose to end a chain with a juggle, follow with Ultimate Warrior's basic Quick Strike chain (Quick Strike > Quick Strike > Quick Strike > Quick Strike), then initiate the Finisher as soon as Sheamus hits the floor. With proper timing, Sheamus will stand up just as you execute the Finisher. If the Finisher connects, go for the pin to end the match. Alternatively, you can store your Finisher, then use the stored version as soon as Sheamus stands up.

PLAY AS SHEAMUS

Ultimate Warrior is a Brawler class contender, just like Sheamus. This means he has the ability to charge up Strong Strikes. His charge attack is faster than most of the other Brawlers, but it doesn't have as much range and he can't follow the attack with anything that can't be blocked or avoided.



Ultimate Warrior's charge strike doesn't have much range.

Be careful with your counters because Ultimate Warrior likes to mix it up, switching between strikes and grabs. It is also important to vary your attacks. If you use an attack more than two or three times in a row, Ultimate Warrior will not hesitate to use a counter. It's rare, but Ultimate Warrior will use a double counter from time to time. However, if you pin him down with an offensive barrage and vary your attacks, the match won't last long enough to see him perform triple counters.



End a combo with a knockback attack ..

... then use a running attack ...

... or a Finisher or Signature move.

Use chain combos that end with knockback attacks such as Quick Strike > Strong Strike. As soon as the knockback attack connects, use a running attack. If Ultimate Warrior is near the ropes or turnbuckle, follow the knockback with a Signature Move or store a Finisher. If you have a Finisher stored, use it after the next knockback. If Ultimate Warrior's health meter is flashing, you should have enough time to execute a Finisher without the need to store it first, but in any other situation, store the Finisher before attempting to use it to avoid getting interrupted.



GREATEST HIGH FLYER: EDDIE GUERRERO vs. REY MYSTERIO

Armed with the grace and power of the luchadors, which of these acrobats will fly higher?

PLAY AS EDDIE GUERRERO

Eddie Guerrero is at a disadvantage in this match, so you need to focus on keeping Rey Mysterio on the defensive as much as possible. The first order of business is to neutralize Mysterio's range. Use a bevy of running attacks (strikes and grabs) to attack from just outside Mysterio's range. This forces Mysterio to use counters as his only source of offense. This is exactly what you want because counters inflict significantly less damage than normal strikes and grabs.



Use running attacks to get past Mysterio's range.

Wait until you have at least two Signature Moves stocked before you unleash one. This deliberate delay is to ensure Mysterio is worn down enough to not interrupt your Signature Move. By the time you have two stocked, Mysterio should be worn down enough. At this point, knock Mysterio to the mat and execute a Signature Move as soon as he gets up.

In most cases, the match will go back and forth, despite your best efforts. It is important to use Signature Moves to not only wear down Mysterio's health meter, but also to increase your energy meter so you can use a Finisher. It's very difficult to pin Mysterio until his health meter is flashing, and it will take at least two Signature Moves and a Finisher to wear him down to that point. As soon as his health meter is depleted and flashing, knock him to the mat and pin him. Do not waste time because Mysterio can easily mount a comeback.

ADVANTAGE: MYSTERIO

Eddie Guerrero and Rey Mysterio would be evenly matched if not for one key aspect: range. Rey Mysterio can easily keep Eddie Guerrero out of attack range with his Away+Quick Strike combo chains. The initial Away+Quick Strike kick has considerably more range than anything Guerrero can counter with. The only ways Guerrero can get around the heavy abuse of this attack are to either counter the attack, or use running attacks. Unfortunately, even with precision use of these two tactics, Rey Mysterio still has the upper hand.

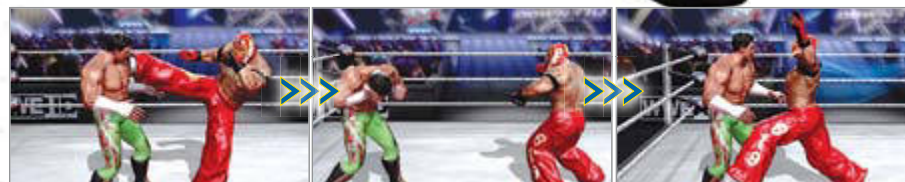
PLAY AS REY MYSTERIO

Rey Mysterio has the advantage in this match for a good reason. Use his range to keep Guerrero at bay, while chipping away at his health meter. Start the match holding the Block button so you can quickly and easily begin Mysterio's Away+Quick Strike combo chains. This series of chains should be your main offensive attack throughout the match.



Use Away+Quick Strike combo chains to keep Guerrero away from you.

Toward the beginning of the match, Guerrero will not counter this chain combo. However, after you've connected with it a few times, Guerrero will begin to counter the third hit of these chains. At this point, mix in Mysterio's other chains, as well as running grabs. Adding in this slight variety allows you to go right back to the Away+Quick Strike chains a few more times before Guerrero starts reversing them again.



Use neutral Strong Strike ...

... to knock Guerrero back ...

... then unleash a Signature Move.

At this point you should have at least one Signature Move stocked. Use Mysterio's neutral Strong Strike (press Strong Strike without pressing any direction) to knock Guerrero back, then move toward Guerrero slightly and unleash a Signature Move. Use this tactic whenever you have a Signature Move stocked, but do not use the neutral Strong Strike at any other point to ensure Guerrero doesn't start reversing it.

It is very difficult to connect Mysterio's Finisher on Guerrero, so use Signature Moves and a variety of other attacks to inflict damage until his health meter is flashing. Even with a stocked Finisher, Guerrero will almost always interrupt your attempt. It's best to stick to Signature Moves for big damage, then use a grab to knock Guerrero to the mat and pin him.

INNOVATIVE OFFENSE: RICKY "THE DRAGON" STEAMBOAT vs. KOFI KINGSTON

These two Superstars have dazzled fans around the world with their innovative offensive moves!

PLAY AS RICKY "THE DRAGON" STEAMBOAT

The key to defeating Kofi Kingston as Ricky "The Dragon" Steamboat is to master the art of counters. The computer-controlled Kingston uses counters from the very beginning of the match. If you do not have a mastery of the counter system in *WWE All Stars*, this match is a severe, uphill battle.

If you're confident in your ability to land double and triple counters, go into the match focused on offense. You can vary your attacks to limit Kingston's counters, but no matter what you do, Kingston is going to counter roughly 50 percent of your attacks. If you get into a counter exchange with Kingston, it can last up to four or five counters before

Kingston finally takes a hit, so be ready for the worst. Avoid using aerial attacks to ensure you have the ability to use a double counter on any attack Kingston counters.



Focus on running attacks if you're not good at counters.

If you do not have a solid grasp on counters, this is a significantly harder match, but Steamboat can still win. Focus on running attacks, because Kingston counters them less than standard strikes. You should also use grabs more than

strikes, to lower the chances of a Kingston counter. Just make sure you vary your attacks as much as possible.

Use Signature Moves as soon as they're stocked and ready to go. Any time you knock Kingston to the mat, a Signature Move is fairly easy to connect with. This is where your big damage comes from because it's very difficult to connect Steamboat's Finisher on Kingston. Even if you stock the Finisher, Steamboat has to be on the turnbuckle to execute it, and as soon as you make the initial leap to the turnbuckle, Kingston does everything he can to knock you off the turnbuckle and evade the incoming attack. Wear down Kingston with normal attacks and Signature Moves until his health meter is flashing, then go for the pin after a normal or running grab.



Use Signature Moves as soon as they become available.

PLAY AS KOFI KINGSTON

Taking down Ricky "The Dragon" Steamboat is a relatively easy task for Kofi Kingston. All you really need to do is vary your attacks. As long as you continue to alternate between strikes, grabs and running attacks, you'll rarely see a counter from Steamboat. Due to Kingston's speed, a steady barrage of attacks severely limits any attacks from Steamboat, which makes this match pretty easy to win.

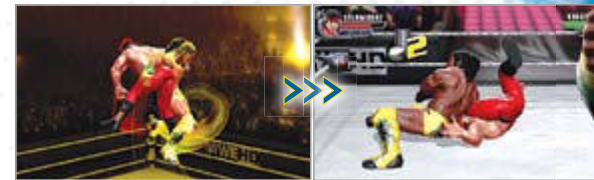


Use Kingston's Quick Strike ...

... Strong Strike chain combo ...

... to knock Steamboat back.

Stick to two-hit chain combos for the most part. Steamboat almost always interrupts the third attack in Kofi's chain combos. While it's important to vary your attacks, Kingston's Quick Strike > Strong Strike two-hit chain offers the best results against Steamboat. In addition, it staggers the Dragon, which allows Kingston to use his Signature Move or Finisher.



Kingston's Finisher ...

... leads right into a pin!

Unlike many of the other Superstars in the game, Kingston's Signature Move does not require him to grab an opponent to connect. Instead, Kingston launches into a flying kick that inflicts full damage to an opponent at any point during the animation, and covers an extremely large attack range. If you're anywhere near Steamboat, it's nearly impossible for him to avoid Kingston's Signature Move. Once Steamboat's health meter is flashing, knock him down or use Quick Strike > Strong Strike to knock him back, then use Kingston's Finisher, which leads directly into a pin.

ADVANTAGE: KOFI KINGSTON

The two Acrobats are evenly matched, but when controlled by the computer, Kofi Kingston is significantly harder to defeat. The computer-controlled Kingston uses counters on almost every attack you throw at him. However, the computer-controlled Steamboat doesn't really pose much of a threat by comparison.

PERFECTLY AWESOME: MR. PERFECT vs. THE MIZ

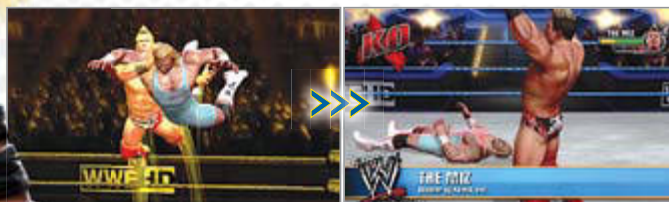
Two of the greatest narcissists in WWE history collide in a battle of giant egos.

ADVANTAGE: THE MIZ

While The Miz has the advantage in this match, it's only a very slight advantage. The Miz is slightly faster than Mr. Perfect, which makes it difficult for Mr. Perfect to initiate an offense. However, if you can keep The Miz at bay, the match is no harder than playing as The Miz against Mr. Perfect.

PLAY AS THE MIZ >

Playing as The Miz against Mr. Perfect is much more simplistic than the other way around. All you really need to do to win this match as The Miz is to alternate between almost any of The Miz's many chain combos. Just avoid using Quick Strike > Strong Strike because Mr. Perfect can counter the second attack even if the initial attack connects.



Use The Miz's Finisher ...

... to score a KO and win the match!

When you have a Signature Move stocked, use it immediately after you knock Mr. Perfect to the mat. In most cases, you can do this by using a running attack or one of The Miz's many grabs and chain combos that lead into grabs. Save The Miz's Finisher until Mr. Perfect's health meter starts to flash. At this point, use the Finisher to either knock Mr. Perfect out, effectively ending the match, or keep him on the mat long enough to score a successful pin. Either way, the Finisher should be more than enough to bring the match to a climactic finale.

< PLAY AS MR. PERFECT

Mr. Perfect has a few tools that make this match relatively easy. It is very important to vary your attacks, because The Miz does not hesitate to counter an attack if you use it too often. With that in mind, use Mr. Perfect's Quick Strike > Strong Strike chain combo to knock The Miz back and keep him out of your face. Use this as often as possible, while still varying your attacks because if you allow The Miz to stay in close, he will interrupt your attacks. In this scenario, if you're fast enough you'll end up trading attacks with The Miz often. Both attacks connect during a trade, which inflicts damage to The Miz, but you'll also be taking damage.



Quick Strike > Strong Strike ...

... and Toward+Quick Strike > Quick Strike > Strong Grab are very good tools for Mr. Perfect.

Another great combo chain to use is Toward+Quick Strike > Quick Strike > Strong Grab, which ends with a Hip Toss that juggles The Miz. This allows you to follow it up with a chain combo of your choice, although Away+Quick Strike > Quick Strike works well in this instance. You can also follow this chain combo and juggle with a Signature Move if you have one stocked. Like in many other matches, it's important to use your Signature Moves because The Miz makes it difficult to land Mr. Perfect's Finisher. The Miz is almost always trying to attack, so stick to normal attacks and Signature Moves to deplete The Miz's health meter. Once it's flashing, use a grab to knock The Miz to the mat and go for the pin.

GREATEST BIG MAN: ANDRE THE GIANT vs. BIG SHOW

It's a clash of titans as two of the WWE's biggest big men collide!

PLAY AS ANDRE THE GIANT

The only course of action that works effectively against Big Show is to focus heavily on grabs. It doesn't matter how good you are with counters, if you use strikes to attack Big Show, he counters or blocks most of them. While using double and triple counters keeps the momentum in your favor, it's not enough to build up Andre the Giant's energy meter, which means you won't have access to a Finisher. This drags the match out considerably longer than you want, and gives Big Show more than



Focus on grabs to inflict damage to Big Show.

enough chances to steal a victory.

Use strikes every few attacks solely for the purpose of adding variety to your offense. Toward+Quick Strike > Quick Strike > Strong Grab is one of Andre's best strike chain combos because it ends with a juggle. Follow it with a chain combo of your choice or a grab for additional damage, but stick to grabs and running grabs for a majority of your attacks. Alternate between Quick Grabs and Strong Grabs to limit potential counters. As long as you mix in a few strikes here and there, Big Show rarely counters any of your grabs.

As soon as you have a Signature Move stocked, knock Big Show down with a grab or the previously mentioned chain combo, then unleash a Signature Move. After two or three Signature Moves, Big Show should have a very low health meter. Use a Finisher to deplete what little is left, or use another Signature Move followed by a pin. If you opt to use a Finisher, store the Finisher first, then use it on Big Show as he gets up after a knockdown.



PLAY AS BIG SHOW

As a big man, Big Show can rack up the damage very quickly on an unsuspecting opponent. In this case, that's Andre the Giant. Use all three variations of Quick Strike > Strong Strike (replace Quick Strike with Toward+Quick Strike and Away+Quick Strike) as your primary form of offense. The Strong Strike in this two-hit chain combo knocks Andre to the mat in a sitting position. This allows you to follow with another attack (Quick Strike or Strong Strike) to slam Andre down to the mat, then follow with a second attack in the form of either grab. The result is an extremely damaging series of attacks.



Use Quick Strike > Strong Strike ...



... to knock Andre into a sitting position ...



... then use any attack to knock him to the mat ...



... and finish with a grab on the ground for big damage!

Use this strategy a few times until you have a Signature Move stocked, then inflict even more damage to Andre by using one of Big Show's Signature Moves as Andre gets up from a knockdown. If you're feeling adventurous, you can use Big Show's neutral Strong Strike (press Strong Strike without any direction) to knock Andre into the air with a single attack. Be careful when you use this because it's very easy for Andre to knock Big Show out of the air. It's best used late in the match as Andre is getting up off the mat. Follow the attack with a grab while Andre is still in the air.

Once you have access to a Finisher, store it, then knock Andre to the mat one more time. As he gets up, use the stored Finisher to score a KO if Andre's health meter is flashing, or bring Andre to the brink of defeat if he still has a sliver of health left. If you don't get a KO from the Finisher, end the match with a pin as Andre hits the mat.

ADVANTAGE: BIG SHOW

On paper, these two big men are evenly matched. However, in the hands of the computer, Big Show is significantly more menacing than Andre the Giant. Fighting as Andre against a computer-controlled Big Show is exhausting to say the least. Strikes are virtually useless, which forces you to use grabs almost exclusively. On the other hand, when playing as Big Show against the computer Andre, you can have your way with the opponent. It's just a much easier match playing as Big Show.



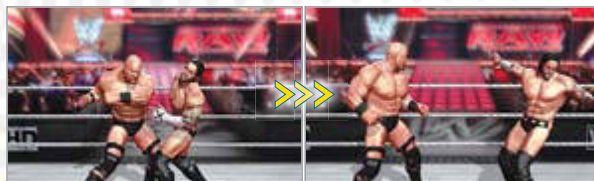
SUPERIOR LIFESTYLE: STONE COLD STEVE AUSTIN vs. CM PUNK

Polar opposites with unmatched fighting skills face off! Which would you chose as your role model?

PLAY AS STONE COLD STEVE AUSTIN

There are only a few things you need to worry about in the match against CM Punk. The straight-edge hero has very long legs and attacks relentlessly at times. He won't always attack with his legs, but when he does it's very difficult to get close to him. Instead of trying to attack, counter CM Punk's kicks or simply back away until he goes back to using punches.

If CM Punk starts a barrage of punches at close range, your best option is to counter the attacks. In many cases you don't even need precise timing to score a counter. CM Punk attacks so relentlessly that you can almost mash the counter and it will connect. If you don't connect with the counter, more often than not you'll at least block the attack. CM Punk rarely goes for grabs in these situations, but if you see him start a Signature Move or Finisher, quickly use a Quick Strike to interrupt the attack.



Austin's basic Quick Strike combos ...

... knock CM Punk back on the last hit.

On the offensive end, Stone Cold's basic Quick Strike chain combos are your best bet (any opening Quick Strike followed by Quick Strike > Quick Strike > Quick Strike). These chains also knock back CM Punk if the last hit connects. Do not vary from these attacks often because Austin's other chain combos tend to get interrupted by CM Punk.

Once you have a Signature Move stocked, use any variation of Austin's Quick Strike > Strong Strike chain to knock CM Punk back. This gives you the opening you need to land a Signature Move. When CM Punk has little or no health remaining, store Austin's Finisher after knocking CM Punk to the mat, then use another knockdown move (chain combo or grab) and use the stored Finisher to end the match.

ADVANTAGE: CM PUNK

CM Punk is an offensive powerhouse in this match. If you're playing as Steve Austin, CM Punk's long legs stop you from getting close, and his constant barrage of punches makes it difficult get your offense started, especially if you're not good at counters. On the flip side, playing as CM Punk is a breeze because he has so many offensive options, and the computer-controlled Stone Cold does very little to stop any of them.

PLAY AS CM PUNK

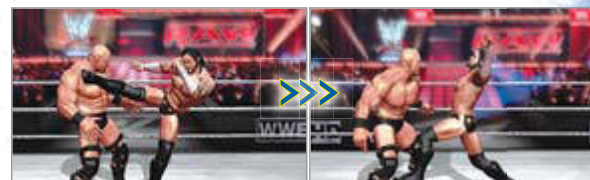
To win as CM Punk is really just about knowing which attacks to abuse Stone Cold Steve Austin with. Your best option is CM Punk's Away+Quick Strike chain combos. These combos start with a kick that has more range than almost anything Stone Cold can hit you with. If Austin starts to get close to you, use this to keep him away. Away+Quick Strike > Strong Strike works very well to attack from a slight distance and knock Austin to the mat.



Away+Quick Strike > Strong Strike ...

... knocks Austin to the mat.

Do not use CM Punk's Quick Strike > Strong Strike or Toward+Quick Strike > Strong Strike. In both cases Austin can easily interrupt the Strong Strike. Instead, use Quick Strike > Quick Strike or Toward+Quick Strike > Quick Strike, followed by either grab. You can experiment with longer chains as well, but avoid using Strong Strike unless it's a neutral Strong Strike or Away+Quick Strike > Strong Strike. Austin doesn't use counters as much as some of the other Superstars and Legends, so for the most part you don't have to worry about varying your attacks.



Neutral Strong Strike .

... can be followed by a Signature Move!

When you have a Signature Move stocked, use neutral Strong Strike to knock Austin back, then unleash the Signature Move for big damage. You can also use Away+Quick Strike > Strong Strike to knock Austin to the mat, then use a Signature Move as he attempts to get up. It won't be long before you have a Finisher ready to go, but wait until Austin's health meter is low, then use a Signature Move followed by a Finisher and a pin if you don't get a KO from the Finisher. In this situation, it is not necessary to store the Finisher before using it. After the Signature Move, Austin should be stunned, allowing you to execute the unstored Finisher without fear of being interrupted.



EXCELLENCE OF EXECUTION: BRET "HIT MAN" HART vs. EDGE

Two of the WWE's master technicians turn their incredible skills on one another.

PLAY AS BRET "HIT MAN" HART

Bret "Hit Man" Hart is a Grappler class, so use chain combos that end with grabs (Quick Strike > Quick Strike > Quick Grab for example). Be ready to perform a double counter if Edge counters during your grabs. If you mix in a few stand alone grabs, you won't have much of an issue with Edge countering your strikes.



... to knock Edge to the mat ...

... to knock Edge to the mat ...

... then unleash a Signature Move.



As soon as you have a Signature Move stocked, knock Edge to the mat with one of your combos, then use a Signature Move as he's standing up. In this situation, it's very unlikely that Edge will escape the Signature Move. Continue this combination of attacks until Edge's health meter is flashing red. At this point, knock Edge to the ground once again, and if he's flashing grey (stunned) use a non-stored Finisher.

If you attempt to use the Finisher before Edge's health meter is flashing red, there's a high probability that he'll counter the Finisher attempt. If you knock Edge to the ground and he is not stunned, simply repeat the process until he is stunned. It will not take more than one or two knockdown attacks to get Edge stunned on the ground.

ADVANTAGE: BRET "HIT MAN" HART

The computer-controlled Edge uses counters and counters fairly regularly, but he isn't very aggressive. This allows you to dictate how the match progresses. However, the computer-controlled Bret "Hit Man" Hart is a force to be reckoned with. Not only does he counter and counter far more than Edge, but he also does not hesitate to use Signature Moves frequently or grab chain combos. If you're playing as Edge and you don't know the timing to counter the grab chain combos, this can be a difficult match.

PLAY AS EDGE

The key to winning this match as Edge is to keep Bret "Hit Man" Hart as occupied as possible. If you let Hart move around and attack freely, he will not let up. Unfortunately, the more you attack, the more Bret "Hit Man" Hart will counter and counter your attacks. This means that you need to be ready to use counter blockers, and double counters any time you attack Hart. The more you're able to double counter and use counter blockers, the more momentum you'll gain and the faster this match will come to an end.



Stay offensive against Hart ...

... but he ready to use a double counter if need be.

If you allow Hart a moment to attack, he will go for a Signature Move if he has one available. Back up to stay out of the range of a Signature Move, or be ready to counter the attempt. If you get hit by a Signature Move, it's not the end of the world, but do whatever you can to prevent getting hit by a second one. After two successful Signature Moves, Hart will be in a good position to end the match. On the other hand, as soon as you have two Signature Moves stocked, knock Hart to the ground, then use a Signature Move as he's standing up. Do this a second time with your second Signature Move and Hart should be very close to a flashing red health meter.

As soon as Bret's health meter begins to flash, either go for a pin, or knock Hart to the ground then execute Edge's Finisher while Hart is stunned. If the Finisher doesn't provide a KO, go for the easy pin after it connects. Do not use your Finisher too early in the match because Hart will counter it.





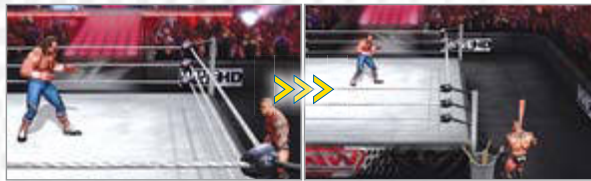
COLDEST SNAKE: JAKE "THE SNAKE" ROBERTS vs. RANDY ORTON

These two snakes have struck fear into their WWE opponents. Which is the top predator?

PLAY AS JAKE "THE SNAKE" ROBERTS

This is an Extreme Rules match that allows both Superstars to use objects found around the outside of the ring, without the fear of being disqualified. The previous match between Bret Hart and Edge was also an Extreme Rules match, but neither competitor really made good use of the objects around the ring. This is not the case as Randy Orton almost immediately leaves the ring to find an object. Therefore, there are a few things you need to know about how object attacks work in this match.

You can counter and object attack with relative ease. Upon countering an object attack, the opponent is stunned long enough to allow you to connect with an object attack Quick Strike before he has a chance to block or counter. If the opponent is close to the ropes or some other barrier, you can use all four object attacks (the object breaks after four attacks) without the opponent being able to counter.



Allow Orton to leave the ring ... so he can pick up one of the objects.

Use any of Roberts's chain combos at the onset of the match, but let Orton leave the ring if he makes his way to the ropes. Allow Orton to pick up one of the various objects and get back into the ring. Stay close to the ropes and try to keep Orton's back to the ropes. Use a counter as Orton attacks with the object. This puts the object in Roberts's hands and gives him time to use an object attack Quick Strike while Orton is stunned. If you've kept Orton close to the ropes, you can attack up to four times with the object. However, if Orton moves out of the range of your object attack, drop the object. If you attack while Orton can use a counter, he will do so almost every time. This gives Orton a free attack, which you want to avoid.

Once the object has been used up, or Orton escapes your onslaught, he leaves the ring again to get another object. If you have time to attack before he leaves the ring, focus on Roberts's Away + Quick Strike > Quick Strike > Strong Grab or Toward + Quick Strike > Quick Strike > Strong Grab chain combos. Both of these combos end with a grab that stuns Orton. Focus more on the Toward + Quick Strike variant because it's easier to perform a double counter if Orton uses a counter on the stun attack. If the grab connects, use one of these two combos again, or a Signature Move if you have one ready to go. Repeat this process until either you have a Signature Move, or Orton counters the grab attempt.

If Orton attempts to leave the ring again, use the same strategy of countering his initial object attack and attempting to pin him near the ropes. Continue to use this strategy, combined with the two chain combos until Orton's health meter is low. If Orton leaves the ring and does not return to the ring, follow him out and continue with your strategy.

When Orton's health meter is low, use one of the chain combos to stun him, then unleash a Signature Move. If Orton is stunned on the ground after the Signature Move, use a non-stored Finisher to earn a KO. Do not go for a pin attempt because Orton will escape almost every time you try. If you use a Signature Move and Orton is not stunned, repeat the process until he is, then go for the Finisher.

PLAY AS RANDY ORTON

Playing this match as Randy Orton is almost identical to playing it as Jake Roberts. The only thing you need to be cautious of is Jake Roberts's superior counter. With most of the Superstars and Legends in the game, you have plenty of time to perform a counter, should one of your attacks get countered. However, against Jake "The Snake," his counter gives you a very small window of opportunity to perform a counter. Be ready to immediately use a counter any time you attack Roberts.

Other than Roberts's superior counter, this is a fairly normal Extreme Rules match. When the match starts, use Orton's Quick Strike > Strong Strike chain combo to juggle Roberts into the air, then follow with a quick chain combo or a grab for additional damage. Soon after the match begins, Roberts makes his way outside the ring to obtain an object. Allow him to pick up one of the objects, then try to keep him near the ropes as you prepare to counter his next attack to take the object from him. Follow with an object attack.



Stun Roberts as much as possible.

If Roberts is close to the ropes, you can use up to four object attacks. If this is not the case, drop the object and use Orton's Quick Strike > Quick Strike > Strong Strike > Strong Grab chain combo. The Strong Grab stuns Roberts and allows you to repeat the combo or use a Signature Move (if you have one available).

When Roberts's health meter has been completely depleted and begins to flash, use Orton's chain combo to stun Roberts, then use a Signature Move to knock him to the ground. If he's stunned on the ground, use a Finisher to score a KO. If he's not stunned, repeat the process until he is, then go for the KO.

ADVANTAGE: EVEN

Jake "The Snake" Roberts vs. Randy Orton (The Viper) is a relatively even match. When each is controlled by the computer, they go for an object as quickly as possible and will continue to go for objects outside of the ring throughout the match. Roberts has a superior counter and multiple chain combos that leave Orton stunned, but Orton has a chain combo of his own that stuns, and he's far more aggressive on the defensive end, using counters and counters more frequently than Roberts.

STARS AND STRIPES SHOWDOWN: SGT. SLAUGHTER vs. JACK SWAGGER

When two patriotic WWE Superstars clash, fireworks are sure to follow!

ADVANTAGE: SGT. SLAUGHTER

Not only is the computer-controlled Sgt. Slaughter far more aggressive than the computer-controlled Jack Swagger, but Slaughter has superior counters and stun attacks that lead into guaranteed follow-up attacks. You really have to pay attention when playing as Jack Swagger against Sgt. Slaughter. But when you take control of Slaughter, you can use basic chains and cruise your way to victory against Swagger. Slaughter definitely has the advantage in this match.

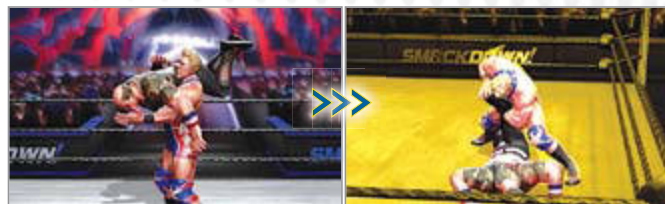
PLAY AS JACK SWAGGER >

Facing Sgt. Slaughter in the ring is most certainly an uphill battle for Swagger. First and foremost, Sgt. Slaughter is one of the few characters in the game who has a counter that is difficult to double-counter. If Slaughter counters one of Swagger's attacks, you must react very quickly to pull off a double counter. You don't have anywhere near the amount of time to double-counter as you would against most of the cast in the *WWE All Stars*.

In addition to a quick counter, Slaughter has attacks that stun Swagger and allow him to follow up with more attacks that cannot be blocked or countered. Couple this with Slaughter's seemingly endless offense and not only will you have a hard time inflicting damage, but also building up to your Signature Moves and Finishers. Stick to using variations of Quick Strike > Quick Strike > Quick Grab (start the chain with Away+Quick Strike or Toward+Quick Strike for variations). When Slaughter starts to counter the first attack in the chain, use Running Quick Grabs into your choice of follow-up attacks, and neutral grabs followed by either an attack or an Irish Whip into the turnbuckle.

As soon as you have a Signature Move ready to go, knock Slaughter down with one of the previously mentioned chain combos, then hit him with a Signature Move as he's getting up. This is a match where it may be difficult to build up your meter enough to use a Finisher, so if you get a Finisher, save it for the end of the match unless you're really in trouble. The advantage of Swagger's Finisher is that you can use it against a grounded opponent. So if you knock Slaughter to the ground with a Signature Move or a Quick Grab and he has low health, use Swagger's Finisher immediately (stored or not) on the grounded Slaughter.

If you aren't able to secure a Finisher, when Slaughter's health meter is low, use a Quick Grab to initiate a lockup, then use the Action button to transition right into a pin. This limits Slaughter's ability to interrupt the pin and gives you an easy win as soon as Slaughter's health meter is low or flashing.



Slam Slaughter to the mat ...

...then use Swagger's Finisher before he can stand up.

< PLAY AS SGT. SLAUGHTER

Jack Swagger doesn't put up much of a fight against Sgt. Slaughter. He counters a few attacks if you constantly use the same chains over and over, but if you vary your chain combos, there isn't much Swagger can do. Use Quick Strike > Quick Strike > Strong Strike > Strong Grab, which leads to a juggle that can be followed by Quick Strike > Quick Strike > Quick Grab if you're quick, or just Quick Grab if your reactions aren't as sharp. This is one of the highest damaging combos Sgt. Slaughter can do against Swagger. If you pull this off three or four times, Swagger won't have much health left, and you should have at least one or two Signature Moves stocked and ready to go.

Be cautious with Sgt. Slaughter's other long chain combos. Swagger has a habit of interrupting or reversing after the second or third attack in most chain combos. However, you should be able to pull up the previously mentioned chain a few times without fear of a counter. From a distance, you can also use Slaughter's neutral Strong Strike. With proper timing from the attacks maximum range, Swagger will not be able to interrupt Slaughter, and you'll have another juggle opportunity.

Stay on the offensive throughout the match and Swagger will do little to stop you. Use Signature Moves as soon as they become available, simply knock Swagger to the mat, and then initiate a Signature Move as he begins to rise. As soon as Swagger's health meter is flashing, knock him down again, then store a Finisher. If he stays grounded, go for the pin, otherwise knock him down one more time and use the stored Finisher to end the match.



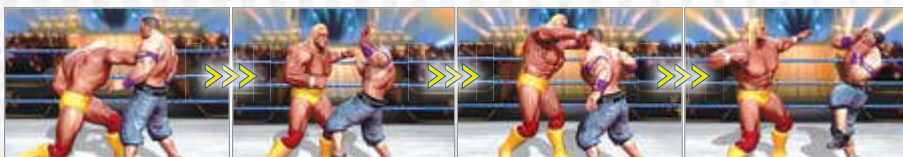
Use Quick Strike > Quick Strike > Strong Strike > Strong Grab ...

... then follow with a juggle for additional damage.

BIGGEST SUPERSTAR: HULK HOGAN vs. JOHN CENA

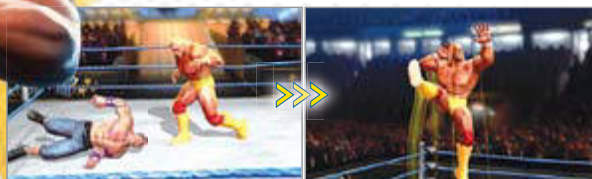
PLAY AS HULK HOGAN

Hulk Hogan has John Cena's number in this match. Focus on Hogan's Toward+Quick Strike > Quick Strike > Strong Grab (Eye Rake) chain combo. The Eye Rake at the end of the combo stuns Cena, leaving him open to a follow-up attack of your choice. This can be a Signature Move, Finisher, or simply another chain combo or grab.



Use Hogan's Toward+Quick Strike > Quick Strike > Strong Grab to stun Cena ... then follow with an attack of your choice.

If you're skilled at using counters, stick to this combo and only mix in a few Quick Grabs here and there when Cena starts reversing almost your every chain combo attempt. After a few of these chain combos and grabs, along with one or two Signature Moves, Cena won't have much health left. If you're not confident in your ability to use counters, mix in a few Running Quick Grabs as well as any chain with a Quick Grab as the third hit. Do not use Hogan's longer chain combos (more than three or four hits) or any variation of Quick Strike > Strong Strike. Cena can and will interrupt or counter longer chains, and unlike most other Superstars and Legends in the game, Hogan's Quick Strike > Strong Strike two-hit combo can be interrupted or countered by Cena.



Knock Cena to the mat ...

... then use Hogan's stored Finisher before he can stand up.

Once Cena's health is fairly low, use another Eye Rake chain combo, and follow it with a Signature Move or grab to knock Cena to the mat, then immediately follow it with Hogan's Finisher. Unlike most other Finishers in the game, Hogan's does not require a grab animation to connect. He immediately launches into the Finisher and comes down on Cena's motionless body.

PLAY AS JOHN CENA

While Hulk Hogan may have the advantage in this match, John Cena doesn't exactly have a hard time. Hogan will counter some of Cena's attacks, but he doesn't use counters as much as some of the other Superstars and Legends. Despite this fact, avoid using chain combos longer than four hits, and stick primarily to three-hit combos that end with either grab.



Use any three-hit combo ending in a grab.

For additional damage, use Cena's Quick and Strong Grabs, followed by grounded attacks if Hogan is damaged enough to prevent his quick recovery after a knockdown. After a few sets of grabs and chain combos, you should have at least one Signature Move ready to go. Use a Quick Grab or Running Quick Grab to knock Hogan to the mat, then use a Signature Move as he gets up.

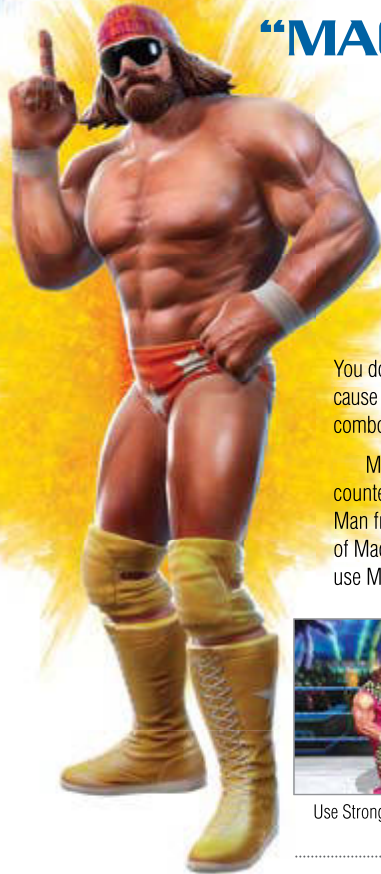
When Cena's Finisher is ready to go, knock Hogan to the mat again and store it while he's down. Don't worry about waiting for Hogan's health to deplete. By the time you have a Finisher ready to go, his health will be fairly low. Once the Finisher is stored, knock Hogan to the mat one more time, then use the stored Finisher as he's getting up. If this doesn't result in a KO, or Hogan's health meter isn't flashing after the attack (preventing a pin), use a few more combos and grabs to deplete any remaining health, then go for a pin to end the match.

ADVANTAGE: HULK HOGAN

Hogan's ability to use an Eye Rake to stun Cena is what gives him the edge here. After a few Eye Rake chain combos, the match will be over before you know it. Cena doesn't have a hard time against Hogan, but the Eye Rake makes all the difference and gives Hogan a powerful advantage in this match.

MOST CHARISMATIC: “MACHO MAN” RANDY SAVAGE vs. JOHN MORRISON

From the flashy outfits to the cool shades to the high-flying moves, these two Superstars have it all!



ADVANTAGE: “MACHO MAN” RANDY SAVAGE

The Macho Man Randy Savage has a very slight advantage in the match against John Morrison. The advantage stems from Savage's superior counter, as well as his vast array of chain combos. John Morrison is relatively limited when it comes to offensive options, while the Macho Man has a bevy of attacks that can cripple Morrison fast.

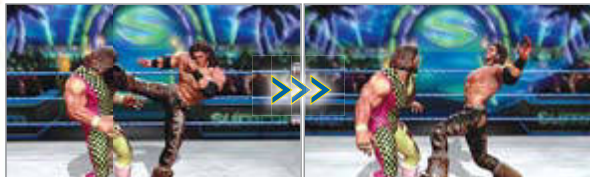
PLAY AS JOHN MORRISON >

You don't have to worry about too much when it comes to playing as John Morrison against the Macho Man. It's not because the Macho Man is a pushover; rather it's because Morrison simply doesn't have many tools to work with. His chain combos are almost all limited to three hits or less, and his few four-hit chains aren't really worth the effort in this match.

Mix up your attacks between any of his two- or three-hit chain combos and any of his grabs. Savage has a superior counter that makes it difficult to perform a double counter, so you must use a wide variety of attacks to prevent Macho Man from using his counter repeatedly. Morrison's Away+Quick Strike is a kick that has slightly longer range than most of Macho Man's attacks, so use it if you need to get Savage away from you. If you're close to the turnbuckle or ropes, use Morrison's acrobatic abilities to vary your attacks even more.



Away+Quick Strike has more range than most of Morrison's other attacks.



Use Strong Strike to stun “Macho Man” Randy Savage ...

... then unleash a Signature Move!

Do not use any Signature Moves until you have three stocked. If you vary your attacks enough, this shouldn't be an issue. Once you have three Signature Moves, knock Macho Man to the mat with a grab or chain combo into a grab, then unleash a Signature Move as he stands up. Alternatively, you can use Morrison's neutral Strong Strike to knock Macho Man back, leaving him open to a Signature Move if you act quickly. Use all three Signature Moves, then follow the last one with Morrison's Finisher to end the match. You don't need to store the Finisher, because after three Signature Moves, Macho Man won't be getting up any time soon.

< PLAY AS “MACHO MAN” RANDY SAVAGE

This is not a difficult match for “Macho Man” Randy Savage. Early in the match, use Away+Quick Strike > Quick Strike > Charge Strike for solid damage against Morrison. Later in the match, Morrison may interrupt before the Charge Strike, so use it early to get the most out of the chain combo. After two or three uses, mix in a few Quick Grabs, then try to move close to one of the turnbuckles.



Start off with Away+Quick Strike chains ... that lead to a Charge Strike for solid damage!

Position the Macho Man's back to the turnbuckle and wait for Morrison to approach. When he gets within attack range, use Macho Man's Quick Strike > Quick Strike > Quick Strike > Quick Grab > Quick Grab chain combo. This combo ends with Savage performing a backflip onto the top of the turnbuckle. If it connects, you can easily follow with an attack of your choice from the top of the turnbuckle. This chain combo can still be used away from the turnbuckle, but Savage won't flip onto anything. Instead, he uses a Jumping DDT in its place.

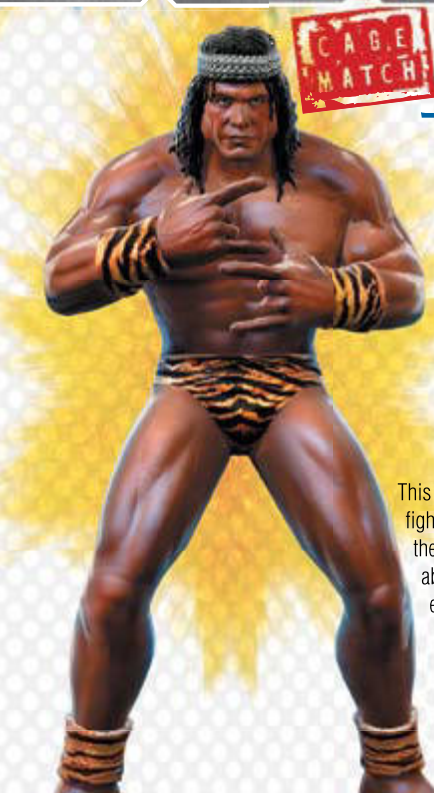


With your back to the turnbuckle ...

... use Quick Strike > Quick Strike > Quick Grab > Quick Grab ...

... to end with a backflip to the top of the turnbuckle.

If you focus heavily on staying offensive throughout the match, Morrison is one of the few Superstars you can pin before his health meter is flashing. Once it turns red, knock Morrison to the mat, then use a Signature Move as he gets up. As soon as the Signature Move completes, go for the pin. If Morrison won't let you end the match here, repeat the process, but go for a Finisher in place of the pin. Don't worry about storing the Finisher, or waiting until Morrison gets up. Macho Man's Finisher consists of him jumping to the top of the turnbuckle, then flying toward the opponent. It works best if Morrison remains on the ground, so use it as soon as you score the knockdown.



RUTHLESS AGGRESSION: JIMMY "SUPERFLY" SNUKA vs. KANE

These two WWE Superstars fight with a ruthless aggression that sparks fear in the hearts of their opponents!



ADVANTAGE: **KANE**



This is one of the few matches that does not match up two athletes of the same class. Kane is a Big Man, while Jimmy "Superfly" Snuka is an Acrobat. When playing as Snuka, you must be heavily offensive and not let Kane get any momentum going. Also, it's very difficult to keep Kane down, even with his health meter depleted. When fighting against Snuka, a handful of attacks can make Snuka's health meter dangerously low, which makes it significantly easier to escape the cage and win the match.

PLAY AS JIMMY "SUPERFLY" SNUKA

This is a tough match for Jimmy Snuka. Battling against Kane is like fighting against a brick wall. This problem is further compounded by the fact that Snuka is somewhat limited when it comes to offensive ability. Add in the fact that this is a Cage match, and things become even more problematic for Snuka.

At the start of the match, attack Kane with a flurry of strikes and grabs. Use a wide variety of Snuka's strike chains. You should rarely use the same chain consecutively. Use everything except for his single four-hit chain combo. Kane will use a counter from time to time, but if you continue to vary your attacks, the counters will come few and far between.



Use Quick Grab > Quick Strike to stun Kane ...

... then follow with a Signature Move!

As soon as you have a Signature Move stocked, use Snuka's Quick Grab > Quick Strike combo. You must be cautious when using this because a strike attack from Kane will interrupt Snuka's Quick Grab. Use it after a knockdown or double counter when you have the clear advantage. This short combo ends with an Eye Rack that temporarily stuns Kane, giving you all the time you need to quickly initiate a Signature Move. Use this tactic every time you have a Signature Move stocked, until Snuka's Finisher is ready to go.

Do not attempt to climb the cage until Kane's health meter is depleted and you have a Finisher ready to go. At this point, use another Signature Move, then immediately store Snuka's Finisher. When you store it, Snuka jumps back to the top of the turnbuckle. Wait there for Kane to get up, then use a normal turnbuckle attack to knock Kane down again. As soon as he's down, quickly initiate the stored Finisher.

After the Finisher and when Kane is down, move up to the top of the cage as quickly as possible. If Kane catches you, it's extremely difficult to beat him during the struggle minigame. You must reach the top of the cage and complete the cage escape mini-game as quickly as possible if you wish to win the match. Kane does not stay down for long, so speed is of the essence here.

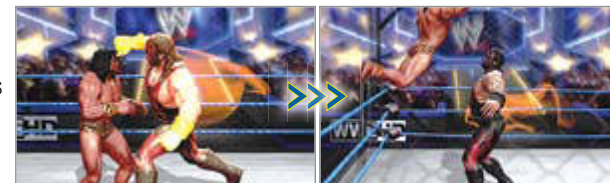
PLAY AS KANE

Kane is raw power in the form of a Superstar. Pit against a lightweight Acrobat, Kane simply has his way with Snuka. Start off the match with Kane's Quick Strike > Quick Strike > Strong Grab chain combo. This leads into a juggle, that should be followed by a Quick Grab. Couple this chain combo with a few Quick and Strong Grabs to keep things fresh, and you won't see many counters from Snuka. Even if Snuka does start reversing your attacks (he boasts a faster counter than most other characters), it won't be enough to slow your momentum. Be cautious of Snuka's attack as he gets up from the mat. If you're too close to Snuka's feet, Kane will be stunned for a short time. Stay away from Snuka's feet while he gets up, then continue attacking.



Quick Strike > Quick Strike > Strong Grab leads to a juggle.

To mix things up further, back away from Snuka after slamming him to the mat, then use a Charge Strike. Upon the first use of a Charge Strike with Kane, he does not attack. Instead, he simply charges up, then does a short taunt. At this point, you can execute a Charge Strike again to unleash a powerful attack that sends Snuka flying. Use this when Snuka's back is near the ropes and he'll bounce off, allowing you to follow with a Quick Grab or short chain combo.



Use Kane's Charge Strike ...

... to juggle Snuka off the cage.

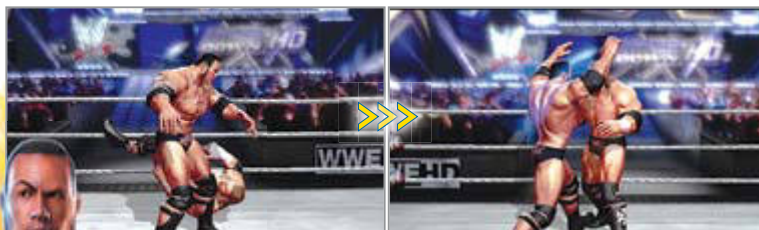
Do not use any of Kane's Signature Moves until you have three stocked and a Finisher ready to go. This won't take long at all because you should have the offensive momentum throughout the match. Once you have three Signature Moves and a Finisher, knock Snuka down, then hit him with a Signature Move as he stands up. Use all three Signature Moves back to back, then store Kane's Finisher after the final Signature Move. Wait for Snuka to get up, then use a Quick Grab to knock him down once again. When he stands, execute the stored Finisher. Snuka should be damaged enough to allow Kane plenty of time to climb the cage, complete the escape minigame at the top and win the match.

UNDISPUTED: THE ROCK vs. TRIPLE H

Only a handful of WWE Superstars have ever held the Undisputed Championship. Who was the greatest?

PLAY AS THE ROCK

There isn't much involved in defeating Triple H. Triple H simply doesn't put up much of a fight. Stick to two- or three-hit chain combos and alternate between the various opening strikes (Quick Strike, Away+Quick Strike and Toward+Quick Strike). Mix in a few grabs and even a running attack if you so desire. Triple H rarely uses a counter with this strategy, and his health meter will be depleted before you know it.



Knock Triple H to the mat ...

... then follow with a Signature Move.

When a Signature Move is available, use the Quick Strike > Quick Grab combo to knock The Game to the mat, then execute a Signature Move as he stands up. After roughly three Signature Moves, Triple H should have virtually no health remaining. Knock him to the mat one more time, then store The Rock's Finisher. Deliver one last knockdown to The Game and use the stored Finisher to earn a KO and end the match.

PLAY AS TRIPLE H

Much like playing as The Rock, Triple H has an easy win in this match. All you have to do is vary your chain combos, mix in a few grabs and use Signature Moves when they become available and this match is over before you know it. Triple H has some powerful chain grabs, so use them more often than his strike combos to end the match as quickly as possible.



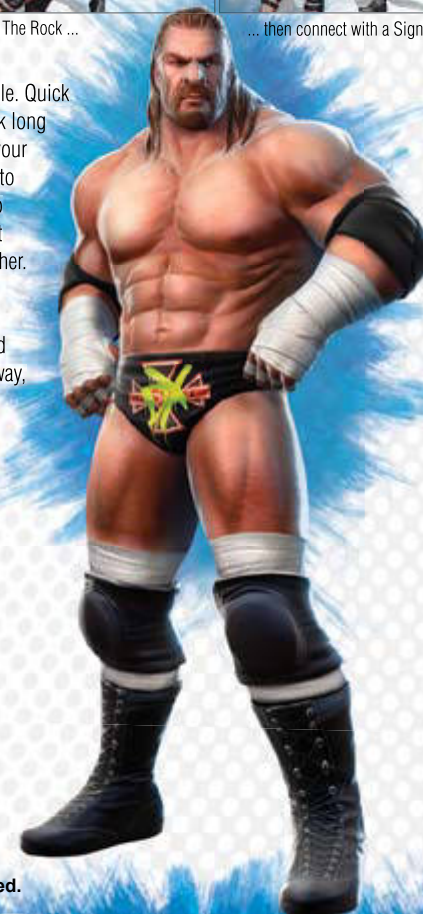
Use Quick Strike > Strong Strike to stun The Rock ...

... then connect with a Signature Move.

Use Signature Moves as they become available. Quick Strike > Strong Strike works well to stun The Rock long enough to connect with a Signature Move. Save your Finisher until The Rock's health meter is flashing to ensure you score a KO. However, when it's time to use Triple H's Finisher, knock The Rock to the mat with a grab or running attack, then store the Finisher. Once the Finisher is stored, you can repeat the process again and land the Finisher as The Rock stands up, or use Quick Strike > Strong Strike and land the Finisher as The Rock is stunned. Either way, match should be over quickly.

ADVANTAGE: EVEN

Either of these legends of the ring put up much of a fight when controlled by the computer. As long as you vary your attacks sufficiently, this is an easy match no matter who you choose to play as.



PRIDE OF SCOTLAND: “ROWDY” RODDY PIPER vs. DREW McINTYRE

Highland warfare erupts as two of Scotland's favorite sons face off in the ring!

ADVANTAGE: **EVEN**

As an Extreme Rules match, the individual talents of the combatants isn't as important as the object combat. It doesn't matter what capabilities these two have, whoever takes advantage of the objects around the ring wins the match.

< PLAY AS “ROWDY” RODDY PIPER

As with the other Extreme Rules matches, this match between the Superstar and the Legend isn't about who's better. This is about who connects with an object attack, then takes advantage of the situation. Start the match off using Piper's longer chain combos. At the onset of the match, McIntyre will not counter your attacks.

After you connect with two or three chain combos, McIntyre leaves the ring to pick up one of the objects. Let him do this, then counter his next attack to take the object from him. Try to keep him near the ropes so you can connect up to four object attacks immediately after using the counter. If you're not near the ropes, use as many object attacks as you can until McIntyre is out of reach. At this point, drop the object or use a running object attack.

Unfortunately, Piper doesn't have any specific chain combos he can rely on in this match because McIntyre is very defensive when he doesn't have an object in his hands. Use a variety of Piper's chain combos any time you or McIntyre does not have an object. McIntyre doesn't use counters much, but if he does be ready to use a counter or double counter. This strategy wears down McIntyre until his health meter is in the red. Use a stand alone grab to knock McIntyre to the ground, then execute a Signature Move as he stands up.

You should have three Signature Moves stocked by this point in the match. Repeat this process until you have used all three Signature Moves, or McIntyre's health meter is flashing. Once his health meter is flashing, knock him to the ground one last time, then use a Finisher to score a KO victory.



When McIntyre leaves the ring ...

... stay near the ropes.

PLAY AS DREW McINTYRE >

Start the match with McIntyre's longer chain combos. Quick Strike > Quick Strike > Strong Strike > Strong Strike works very well, and knocks Piper to the mat with the last hit. Even if it doesn't connect, use it again. Piper does not counter until his health meter is low, and eventually the last hit in the chain combo connects. Use this a few times and Roddy will attempt to leave the ring. Allow him to do this, so he can pick up one of the objects.



Use Quick Strike > Quick Strike > Strong Strike > Strong Strike

... to knock Piper to the mat.

In some cases, the position of the in-game camera prevents Piper from reaching an object. If this happens, Piper gets back into the ring and thereafter will continue to leave the ring and go for an object every 30 seconds or so. In this situation, knock Piper to the mat, then leave the ring, pick up an object and climb back into the ring. If Piper picks up an object during this time, drop your object and wait for him back in the ring to counter his first attack and take the object from him. Try to avoid object vs. object combat.

Once you have an object in-hand, use Quick Strikes to move Piper to the turnbuckle. Repeatedly slam him against the turnbuckle until his health meter is flashing. Drop your object and unleash a Finisher to score a KO and end the match. There's no need to store the Finisher first because Piper is so severely stunned—long enough to be extremely vulnerable to your Finisher.

MR. WRESTLEMANIA: SHAWN MICHAELS vs. UNDERTAKER

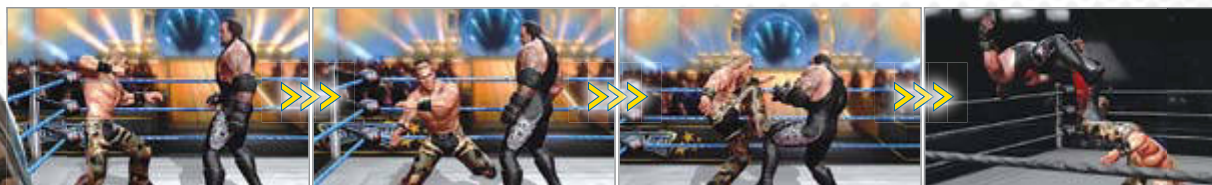
Who is the greatest Main Eventer in WWE history? Who truly deserves the title "Mr. WrestleMania?"

ADVANTAGE: SHAWN MICHAELS

The computer-controlled Undertaker has very good defense and can quickly take control of a match if you allow him to do so. However, the computer-controlled Shawn Michaels is relentless and far more difficult to handle. Shawn Michaels' superior speed allows him to interrupt many of Undertaker's attacks, which can make it difficult to get any kind of offensive momentum going. This also leaves little room to connect with Signature Moves and Finishers, making the match even more of an uphill battle.

PLAY AS SHAWN MICHAELS

Shawn Michaels may have the advantage, but Undertaker is still no slouch in this match. You must be very careful from the start of the match until you have pinned Undertaker or won by KO. At the beginning of the match, use more Quick Grabs than strikes. Mix in a few strike combos to vary your attacks, but you should use more Quick Grabs than anything else. Undertaker will counter attacks from the opening bell, and as Shawn Michaels, you want to be able to use your chain combos when you have a Signature Move available.

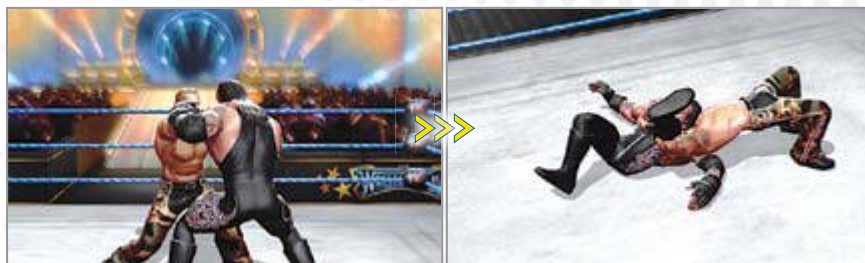


Use Away+Quick Strike > Quick Strike > Quick Strike > Super Kick ...

... to easily connect with a Signature Move.

As soon as a Signature Move is stocked, use the "Heartbreak Kid's" Away+Quick Strike > Quick Strike > Quick Strike > Super Kick chain combo (alternatively, you can use the Super Kick combo that starts with Toward+Quick Strike). Undertaker can block the third hit in this chain combo, but the Super Kick Signature Move still connects if you continue the combo. Every time you have a Signature Move ready to go, use this combo to hit Undertaker and further deplete his health meter.

Do not use Michaels' Finisher until Undertaker has half a red bar of health or less. You want to end the match as quickly as possible, whether that's by KO or pinfall. When Undertaker's health meter reaches this point, knock him down with a grab or chain combo (or a Signature Move if available), then store the Finisher while Undertaker is down. Repeat this tactic one last time and use the stored Finisher as Undertaker stands up. If this does not earn you a KO, use Michaels' Quick Grab > Strong Grab to pin Undertaker.



Michaels' Quick Grab ...

... leads right into a pin.

< PLAY AS UNDERTAKER

The problem with playing as Undertaker against a computer-controlled Shawn Michaels is that Michaels is considerably faster than Undertaker. This makes it difficult to initiate an offense if the "Heartbreak Kid" is in your face. Couple this with the fact that many of Undertaker's longer and more useful chain combos can be blocked before the final juggle or knockdown hit, and this match is not an easy win.



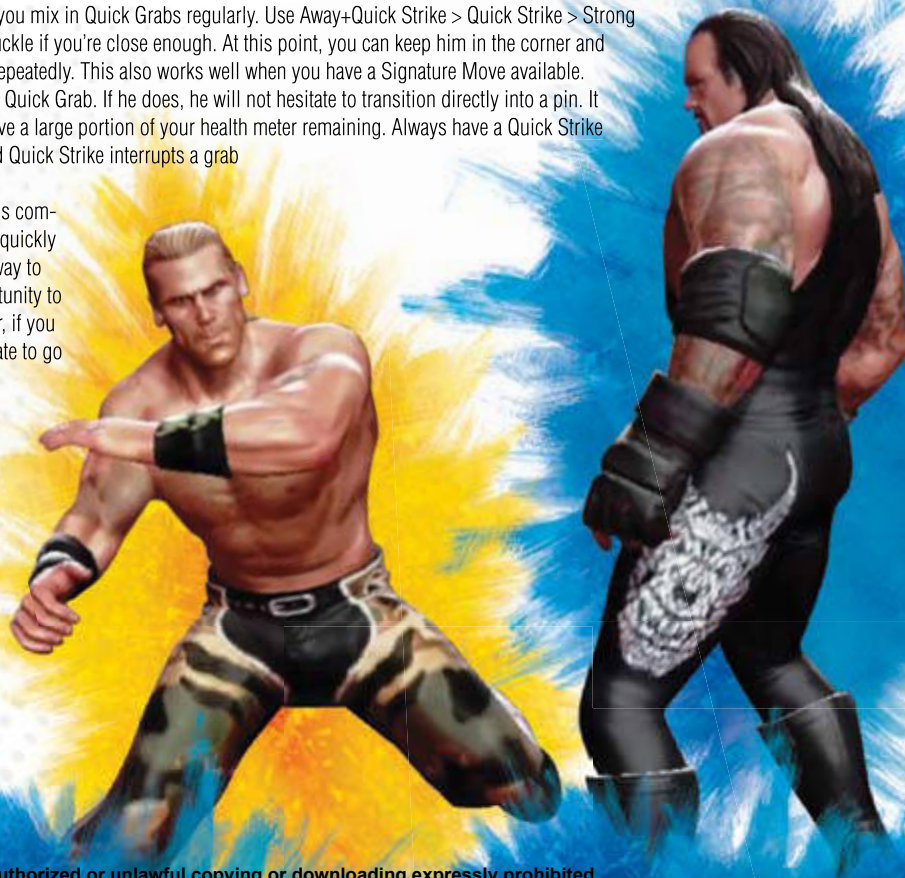
Away+Quick Strike > Quick Strike > Strong Strike > Strong Grab ...

... tosses Michaels to the turnbuckle!

Stick to Quick Grabs and Away+Quick Strike chain combos for a majority of your damage against Shawn Michaels. He will counter some of your attacks, but not with very high frequency, especially if you mix in Quick Grabs regularly. Use Away+Quick Strike > Quick Strike > Strong Strike > Strong Grab to throw Shawn Michaels to the turnbuckle if you're close enough. At this point, you can keep him in the corner and inflict damage while slamming him against the turnbuckle repeatedly. This also works well when you have a Signature Move available.

Be very careful not to let Shawn Michaels hit you with a Quick Grab. If he does, he will not hesitate to transition directly into a pin. It is very difficult to escape a pin in this match, even if you have a large portion of your health meter remaining. Always have a Quick Strike ready to go if you see Michaels attempt a grab. A well-timed Quick Strike interrupts a grab attempt.

Save your Finisher until Shawn Michaels' health meter is completely depleted and flashing. You need to end the match as quickly as possible, and in most cases, a KO victory is the easiest way to do that. Toss Michaels to the turnbuckle and use this opportunity to store and eventually unleash Undertaker's Finisher. However, if you knock Michaels down when he has low health, do not hesitate to go for a pinfall.





UNLOCKABLES

CHARACTERS

Character	How to Unlock
Drew McIntyre	Win the "Pride of Scotland" "Fantasy Warfare" match playing as Drew McIntyre.
Eddie Guerrero	Win the Greatest High Flyer "Fantasy Warfare" match playing as Eddie Guerrero.
Edge	Win the Excellence of Execution "Fantasy Warfare" match playing as Edge.
Jack Swagger	Win the Stars and Stripes Showdown "Fantasy Warfare" match playing as Jack Swagger.
Jimmy "Superfly" Snuka	Win the Ruthless Aggression "Fantasy Warfare" match playing as Jimmy "Superfly" Snuka.
Kane	Win the Ruthless Aggression "Fantasy Warfare" match playing as Kane.
The Miz	Win the Perfectly Awesome "Fantasy Warfare" match playing as The Miz.
Mr. Perfect	Win the Perfectly Awesome "Fantasy Warfare" match playing as Mr. Perfect.
Sgt. Slaughter	Win the Stars and Stripes Showdown "Fantasy Warfare" match playing as Sgt. Slaughter.
Shawn Michaels	Win the Mr. WrestleMania "Fantasy Warfare" match playing as Shawn Michaels.

ALTERNATE OUTFITS

Outfit	How to Unlock
Andre the Giant	Complete any path in the Path of Champions mode playing as Andre the Giant.
Andre the Giant (2nd)	Complete any two paths in the Path of Champions mode playing as Andre the Giant.
Big Show	Complete any path in the Path of Champions mode playing as Big Show.
Bret "Hit Man" Hart	Complete any path in the Path of Champions mode playing as Bret "Hit Man" Hart.
CM Punk	Complete any path in the Path of Champions mode playing as CM Punk.
Drew McIntyre	Complete any path in the Path of Champions mode playing as Drew McIntyre.
Eddie Guerrero	Complete any path in the Path of Champions mode playing as Eddie Guerrero.
Edge	Complete any path in the Path of Champions mode playing as Edge.
Hulk Hogan	Complete any path in the Path of Champions mode playing as Hulk Hogan.
Hulk Hogan (2nd)	Complete any two paths in the Path of Champions mode playing as Hulk Hogan.

Outfit	How to Unlock
Jack Swagger	Complete any path in the Path of Champions mode playing as Jack Swagger.
Jake "The Snake" Roberts	Complete any path in the Path of Champions mode playing as Jake "The Snake" Roberts.
Jimmy "Superfly" Snuka	Complete any path in the Path of Champions mode playing as Jimmy "Superfly" Snuka.
John Cena	Complete any path in the Path of Champions mode playing as John Cena.
John Cena (2nd)	Complete any two paths in the Path of Champions mode playing as John Cena.
John Morrison	Complete any path in the Path of Champions mode playing as John Morrison.
Kane	Complete any path in the Path of Champions mode playing as Kane.
Kofi Kingston	Complete any path in the Path of Champions mode playing as Kofi Kingston.
The Miz	Complete any path in the Path of Champions mode playing as The Miz.
Mr. Perfect	Complete any path in the Path of Champions mode playing as Mr. Perfect.
Randy Orton	Complete any path in the Path of Champions mode playing as Randy Orton.
"Macho Man" Randy Savage	Complete any path in the Path of Champions mode playing as "Macho Man" Randy Savage.
"Macho Man" Randy Savage (2nd)	Complete any two paths in the Path of Champions mode playing as "Macho Man" Randy Savage.
Rey Mysterio	Complete any path in the Path of Champions mode playing as Rey Mysterio.
Rey Mysterio (2nd)	Complete any two paths in the Path of Champions mode playing as Rey Mysterio.
Ricky "The Dragon" Steamboat	Complete any path in the Path of Champions mode playing as Ricky "The Dragon" Steamboat.
The Rock	Complete any path in the Path of Champions mode playing as The Rock.
"Rowdy" Roddy Piper	Complete any path in the Path of Champions mode playing as "Rowdy" Roddy Piper.
Sgt. Slaughter	Complete any path in the Path of Champions mode playing as Sgt. Slaughter.
Shawn Michaels	Complete any path in the Path of Champions mode playing as Shawn Michaels.
Sheamus	Complete any path in the Path of Champions mode playing as Sheamus.
Stone Cold Steve Austin	Complete any path in the Path of Champions mode playing as Stone Cold Steve Austin.
Triple H	Complete any path in the Path of Champions mode playing as Triple H.

Outfit	How to Unlock
Ultimate Warrior	Complete any path in the Path of Champions mode playing as the Ultimate Warrior.
Undertaker	Complete any path in the Path of Champions mode playing as Undertaker.

CREATE A SUPERSTAR ENTRANCE

Entrance	How to Unlock
Andre the Giant	Win 10 matches in any game mode playing as Andre the Giant.
Big Show	Win 10 matches in any game mode playing as Big Show.
Bret "Hit Man" Hart	Win 10 matches in any game mode playing as Bret "Hit Man" Hart.
CM Punk	Win 10 matches in any game mode playing as CM Punk.
Drew McIntyre	Win 10 matches in any game mode playing as Drew McIntyre.
Eddie Guerrero	Win 10 matches in any game mode playing as Eddie Guerrero.
Edge	Win 10 matches in any game mode playing as Edge.
Hulk Hogan	Win 10 matches in any game mode playing as Hulk Hogan.
Jack Swagger	Win 10 matches in any game mode playing as Jack Swagger.
Jake "The Snake" Roberts	Win 10 matches in any game mode playing as Jake "The Snake" Roberts.
Jimmy "Superfly" Snuka	Win 10 matches in any game mode playing as Jimmy "Superfly" Snuka.
John Cena	Win 10 matches in any game mode playing as John Cena.
John Morrison	Win 10 matches in any game mode playing as John Morrison.
Kane	Win 10 matches in any game mode playing as Kane.
Kofi Kingston	Win 10 matches in any game mode playing as Kofi Kingston.
The Miz	Win 10 matches in any game mode playing as The Miz.
Mr. Perfect	Win 10 matches in any game mode playing as Mr. Perfect.
Randy Orton	Win 10 matches in any game mode playing as Randy Orton.
"Macho Man" Randy Savage	Win 10 matches in any game mode playing as "Macho Man" Randy Savage.
Rey Mysterio	Win 10 matches in any game mode playing as Rey Mysterio.
Ricky "The Dragon" Steamboat	Win 10 matches in any game mode playing as Ricky "The Dragon" Steamboat.
The Rock	Win 10 matches in any game mode playing as The Rock.
"Rowdy" Roddy Piper	Win 10 matches in any game mode playing as "Rowdy" Roddy Piper.
Sgt. Slaughter	Win 10 matches in any game mode playing as Sgt. Slaughter.



Entrance	How to Unlock
Shawn Michaels	Win 10 matches in any game mode playing as Shawn Michaels.
Sheamus	Win 10 matches in any game mode playing as Sheamus.
Stone Cold Steve Austin	Win 10 matches in any game mode playing as Stone Cold Steve Austin.
Triple H	Win 10 matches in any game mode playing as Triple H.
Ultimate Warrior	Win 10 matches in any game mode playing as Ultimate Warrior.
Undertaker	Win 10 matches in any game mode playing as Undertaker.

ARENAS

Arena	How to Unlock
All Star Arena	Create a custom character (created in Create a Superstar mode).
Classic <i>SmackDown</i> Arena	Complete any path in the Path of Champions mode playing as a custom character (created in Create a Superstar mode).
<i>SummerSlam</i> Arena	Win ten matches in any game mode with a custom character (created in Create a Superstar mode).



ACHIEVEMENTS AND TROPHIES

Achievement / Trophy	Description	Xbox 360 Gamer Points	PS3 Points	Trophy Type
All Geared Up	Acquire alternate ring gear.	20	15	Bronze
Attitude Problem	Get disqualified in three consecutive matches in any mode.	10	15	Bronze
Beating the Odds	Win a Handicap match.	15	15	Bronze
Best in the World at What I Do	Acquire every created Superstar finisher.	20	15	Bronze
Booyaka Booyaka	Defeat Andre the Giant and Big Show in a Handicap Match as Rey Mysterio.	20	15	Bronze
Born to Fly	Perform 10 successful turnbuckle moves in a single match.	15	15	Bronze
Breaking the Rules	Complete the Tag Team Path of Champions with any Legends or Superstars.	10	15	Bronze
Chain Gang	Perform a combo at least 5 moves in length.	20	15	Bronze
Comeback of the Year	Win a match when your Superstar is at zero health.	20	15	Bronze
Dominating	Win a match against the CPU without losing any health.	20	15	Bronze
Enhancement Talent	Win 10 online matches.	15	15	Bronze
Facing the "Deadman"	Complete the Legends Path of Champions with any Legend or Superstar.	10	15	Bronze
Five Moves of Doom	Execute five signature moves in a single match.	15	15	Bronze
Five Star Rating	Achieve a five star rating in any category while facing the CPU.	20	15	Bronze
Grand Entrance	Acquire every created Superstar entrance.	20	15	Bronze
He's Got a Chair!	Land at least 10 successful strikes with an object in a single match.	15	15	Bronze
I Want it All!	Acquire every unlockable item.	100	30	Silver
I'm Your Papi!	Defeat Rey Mysterio in a Steel Cage match as Eddie Guerrero.	10	15	Bronze
In the Spotlight	Win an online match	15	15	Bronze
Last Man Standing	Win a Fatal 4 Way Elimination match.	15	15	Bronze
Layeth the Smacketh Down!	Win a match in under 2 minutes.	15	15	Bronze
Legend Killer	Complete all "Fantasy Warfare" matches as a WWE Superstar.	25	15	Bronze
Main Eventer	Win 50 online matches.	50	30	Silver
Make Them Humble	Win 25 matches by knockout.	25	15	Bronze

Achievement / Trophy	Description	Xbox 360 Gamer Points	PS3 Points	Trophy Type
Man of 1,000 holds	Win a match without using any strikes.	25	30	Silver
Mark of Excellence	Earn a gold medal in any match type while facing the CPU.	25	30	Silver
Mega Powers	Win a Tornado Tag Team match as Hulk Hogan and Randy Savage.	10	15	Bronze
Mid Carder	Win 25 online matches.	25	30	Silver
My Accomplishments Are Endless!	Complete Path of Champions with all 30 Legends and Superstars.	100	90	Gold
Old School	Complete all "Fantasy Warfare" matches as a WWE Legend.	25	15	Bronze
Over the Top	Win a Steel Cage match.	10	15	Bronze
Punch Drunk	Land at least 100 strikes in a single match in any mode.	20	15	Bronze
Reversal of Fortune	Perform at least 10 counters or reversals during a match.	20	15	Bronze
Rising Star	Complete any Path of Champions with a created Superstar.	10	15	Bronze
Running Wild	Perform 50 successful finishers in any mode over the course of the game.	20	15	Bronze
Showing Them How It's Done	Defeat a Superstar with a Legend.	10	15	Bronze
Slobberknocker	Win a match without using any grapples.	25	30	Silver
S*ck It	Win a Tornado Tag Team match as Triple H and Shawn Michaels.	10	15	Bronze
The Apex Predator	Complete the Superstars Path of Champions with any Legend or Superstar.	10	15	Bronze
The Bottom Line	Defeat the entire WWE All Stars roster with a single created Superstar.	75	30	Silver
The Champ is Here!	Complete all three Path of Champions as John Cena.	50	30	Silver
The King of Kings	Defeat the entire WWE All Stars roster as Triple H.	75	30	Silver
The New Face of Cyberspace	Defeat a created Superstar in an online match with your own created Superstar.	15	15	Bronze
The New Generation	Defeat a Legend with a Superstar.	10	15	Bronze
The Next WWE Superstar	Make a created Superstar.	10	15	Bronze
The "Pride of Scotland"	Win a Tornado Tag Team match as "Rowdy" Roddy Piper and Drew McIntyre.	10	15	Bronze
The Ultimate Achievement	Defeat the entire Roster and all three Path of Champions as The Ultimate Warrior.	100	90	Gold
Totally Extreme!	Win an Extreme Rules match.	10	15	Bronze
Winner by Default	Win an online match due to opponent's disqualification.	10	15	Bronze
You Can't See Me!	Win 10 consecutive online matches.	50	30	Silver

CHARACTER CLASSES REVEALED



The Brawler was the first character class we tackled, as it was the most numerous class in the game. Brawlers, as one might imagine, are designed to wade directly into the match, with fists and feet flying. Through the design of the Brawler, we introduced our first strike chains to the game. At first, these were simple combinations of weak and strong strikes executed in a rather linear manner. As the team members continued pushing their imaginations and the capabilities of the scripting engine further, the combo chains grew more complex, adding multiple branch points, chains from strikes to grapples and even strike chains leading directly into charge attacks and signature moves.

Each individual Brawler in the game began to take on a unique identity and gameplay style. Among the Brawlers, players will find "Rowdy" Roddy Piper, a pure pugilist who isn't afraid to toss in a few dirty tricks between super fast punch combos. There's CM Punk, one of the most dynamic Brawlers, who uses his Muay Thai training to unleash kicks, knees and back fists in ever-changing patterns. There's John Cena, a hybrid Brawler/Grapppler, who mixes slams and takedowns into his striking chains. There's Sheamus, a modern day warrior with combos that can chain directly into signature moves like the Brogue Kick and the Fiery Red Hand. And then there's Undertaker, right on the borderline between Brawler and Big Man. He has the speed and combos of a Brawler but is able to throw his weight around in ways unlike his smaller counterparts.



Grapplers were the second character class we worked on, and they presented new challenges. Chaining together strikes is one thing, but making two-man grapple animations flow together smoothly is another thing entirely. Fortunately, we had already taken grapple transition points into consideration when designing our reversal system. In *WWE All Stars*, every grapple is reversible, and every reversal is also reversible. Each has its own unique timing that must be learned. We extended this defensive system to offense, allowing the Grappler class to chain grapples together in spectacular to watch combinations. Landing the next move in a grapple chain takes more precision than stringing together punches, but the rewards are well worth it. To prevent these chains from being consistently reversed by advanced players, we added the reversal blocker mechanic to the game, allowing an attacker, with expert timing, to cancel out an opponent's reversal, allowing him or her a greater chance to pull off full grapple chains.

As with Brawlers, each individual Grappler has his own style. There are technicians like Bret "Hit Man" Hart and Mr. Perfect, with deep chains and multiple submission moves. There are hybrids like Triple H, a skilled Grappler with strike combos almost on the level of a Brawler. There's Edge, who combines technical grappling with long range power through his wheel kick and his dangerous Spear finisher. And then there's Jake "The Snake" Roberts, an old school Grappler who makes up for a lack of deep chains with an arsenal of dirty tricks that allow him time to set up his deadlier moves.



Acrobats are the most visually exciting character class in *WWE All Stars* and helped us push the "extreme meter" to a whole new level. Acrobats are fast, agile and use the ring as a weapon, including high flying turnbuckle and rope spring moves. We started by allowing Acrobats to get up to the turnbuckles faster, but that wasn't enough.

We added in rope spring maneuvers and those were cool, but we needed more. We got our inspiration from watching video of WWE's newest Superstar, Sin Cara. What if we allowed Acrobats to use their opponents as platforms for their moves? This led to Acrobats kicking off an opponent's chest and landing big moves or even leaping directly to the turnbuckle. From the turnbuckle, we allowed them to knock opponents into the corner, and then we added rope spring combo chains. This was followed by allowing Acrobats to leap directly to turnbuckles from anywhere in the arena to perform turnbuckle finishers. No idea was too crazy, and under the direction of Lead Combat Designer Nick Nicastrò and his team, we were able to test our ideas in-game within hours after conceiving them.

The Acrobats of today are very different than the legendary high flyers of yesterday, and players will see that reflected in the wide variety of styles in our Acrobat class. With Rey Mysterio, players have the quintessential luchador. John Morrison brings elements of his parkour and capoeira training to his high-flying arsenal. Ricky "The Dragon" Steamboat combines martial arts kicks and high-flying attacks into a unique blend. Eddie Guerrero supplements his aerial moves with grappler chains, while "Macho Man" Randy Savage combines rope work with strike combos that can allow him to stand toe to toe with many Brawlers.



Only a few WWE Legends and WWE Superstars have ever worn the mantle of **Big Man**, and those who have are forces to be reckoned with in *WWE All Stars*. Big Men were the last class we worked on for the game, but they led to new game mechanics that found their way into all of the other classes. Big Men are powerful but slow and lack the combo chains and aerial abilities of the other three classes. We needed to make sure once a Big Man got his hands on an opponent, he was able to make the most of the opportunity. Big Men are difficult to knock down. Striking attacks that would put other classes on their backs merely stagger a Big Man. Big Men can also store their charged attacks, saving them for just the right moment. Perhaps the greatest strength of the Big Men is their juggling ability. Juggle attacks have been part of traditional fighting games for years but not a common feature of WWE games. By giving Big Men the ability to launch their opponents into the air, we allowed them ways to set up a variety of powerful attacks, from snatching an opponent out of the air into a back breaker or bear hug to kicking the opponent right out of the ring, giving the Big Man time to charge up a punch or build up their finisher meter with a taunt. If you want to see a Big Man's full potential in action, bring one into a Tornado Tag or Fatal 4-Way match and watch the fun as multiple opponents can be sent flying with a well-placed ground stomp.

There are only three Big Men in *WWE All Stars*, but each brings his own unique style to the ring. Andre the Giant, the most famous Big Man of all time, combines crushing blows with unorthodox tactics, like biting an opponent's head and then tossing him into the corner for some signature butt slams. Big Show is the king of the ground slam, allowing him to get opponents off the ground and helpless for his follow up attack. Kane's attacks are delivered with unexpected speed, and combined with surprise moves an opponent might not expect from a Big Man, such as signature moves off the turnbuckle.

David Friedland, Senior Designer, THQ San Diego

DEVELOPMENT TEAM INTERVIEW

Q THQ San Diego is a relatively new studio. What can you tell us about the foundation of the studio and its early beginnings?

A THQ San Diego got its official start in the Summer of 2009 when Midway's San Diego studio was acquired by THQ. At the time, THQ was looking to expand its WWE portfolio with a new game that would take the franchise in a more action-oriented direction. The San Diego team was a perfect match for THQ's needs, with veteran developers who had worked on other action sports and fighting titles such as *NFL Blitz*, *NBA Jam* and *Mortal Kombat*. In addition, the team had in place a sophisticated animation and scripting engine well suited to the fluid, fast-paced action now present in *WWE All Stars*.

Q What is the overall atmosphere at THQ San Diego? What would you say your mission statement is?

A The atmosphere at THQ San Diego is relaxed socially but driven professionally. Work on *WWE All Stars* is a collaborative effort, with designers and animators working in an open environment devoid of walls. Nothing is developed in isolation, allowing for quick feedback and iteration. The team works hard but loves what they are doing. When we're not creating our games, we're playing them. There are dozens of highly competitive games of *WWE All Stars* around the office every day, often with crowds gathering to watch the matches. It's not only a great way to blow off steam, but it also allows all departments to stay up to date on the latest version of the game and help contribute to the final product.

Q How involved was the WWE in the development of *WWE All Stars*? What was it like to work with the talent on WWE's roster?

A WWE has been a fantastic partner! WWE and THQ share a common love of WWE history, making the roster selections and Fantasy Warfare matchups a fun and collaborative process. We were in agreement on at least 80 percent of the roster, with some negotiation on the final 20 percent, as each side lobbied

for its personal favorites to make it into the game. In the end, we arrived at what we believe to be the strongest roster in WWE videogame history.

Q Did any of the classic wrestling games such as *WWE WrestleFest* or *WWE WrestleMania: The Arcade Game* influence the development of *WWE All Stars*?

A Absolutely! We have a lot of old school gamers on the team who played these games in the arcades and on their home systems when they were first released. *WWE No Mercy* was a big influence, as was *WrestleFest*, *WWE WrestleMania*, *WWE Superstars*, *Ultimate Muscle Galactic Wrestling*, *Fire Pro Wrestling* and even *Mat Mania*. We're also big fighting game fans, so games like *Def Jam: Fight for NY* and franchises like *Street Fighter* and *Soul Calibur* were also big influences.

Q Everyone has different views on which Superstars and Legends should be included in games like *WWE All Stars*. How did you decide on the final roster for the game?

A While some choices for the roster may seem obvious, most WWE enthusiasts could name dozens of WWE Legends and WWE Superstars worthy of being in a game like *WWE All Stars*. Our goal was to pick the best of the best in every gameplay category. For example, who were the greatest high flyers of both generations? Who were the greatest big men? Our final roster is loaded with WWE Hall of Famers and future WWE Hall of Famers, and with our robust downloadable content plans, we'll be adding even more!

Q With the greatest roster ever assembled in *WWE All Stars*, who is your favorite Legend, and who is your favorite current Superstar?

A It's a tough choice, and the answer is going to be different depending on who you ask within THQ San Diego! On the WWE Legends side of the roster, we are especially proud to have "Macho Man" Randy Savage in *WWE All Stars*, as this marks his



THQ San Diego and Rey Mysterio.



Sal Divita, Creative Director, discussing *WWE All Stars* with press.



Scot Lane, General Manager of THQ San Diego, teaches Rey Mysterio how to play.

first appearance in a WWE videogame since the 1990s. The team went out of its way to make certain Macho Man would be a memorable WWE Legend. On the *WWE Superstars* side, we are excited to feature some of WWE's rising stars, such as Kofi Kingston and Sheamus.

Q *WWE All Stars* brings four unique and robust character classes to the game. What was your favorite class to design and why?

A Each of the four character classes—Brawlers, Grapplers, Acrobats and Big Men—has its own special qualities and brings unique play styles to the game. The Grapplers really show off the power of our animation and scripting engine, with their ability to smoothly chain a half dozen grapples together, back to back. Acrobats are the most over the top characters in the game, and their moves are really an expression of how *WWE All Stars* evolved over its year and a half of development. Whenever we thought we had pushed the action as far as it could go, we'd come up with another way to take things even further. More often than not, it was the Acrobats that benefitted from our design team thinking outside of the box.

Q With *WWE All Stars* you were able to assemble the greatest roster of all time, one of the new game modes, *Fantasy Warfare*, pairs up Legends against Superstars. What is your favorite pairing in *WWE All Stars*?

A While many of the *Fantasy Warfare* matchups many seem obvious, other take a look at the matchups from an angle many might not expect. One of our favorites is "Superior Lifestyle," which pits Stone Cold Steve Austin against CM Punk. This match isn't about who is the strongest, toughest or fastest, but who the player would rather have as a role model. The hell-raising Steve Austin and straight edge CM Punk are polar opposites, and we can easily imagine they would have a spectacular rivalry!

Q Downloadable content has become very popular. What sort of post-launch content can we expect from *WWE All Stars*?

A We are preparing a number of WWE Legends and WWE Superstars as downloadable content, including The "Million Dollar Man" Ted DiBiase, Ted DiBiase, "The American Dream" Dusty Rhodes, Cody Rhodes, Hawk, Animal, Chris Jericho, Jerry "The King" Lawler, Big Boss Man, Michael "P.S." Hayes, R-Truth and Mark Henry!

Q If you could take on anyone in real life, past or present, who would it be? Who would be your tag-team partner?

A I'd want to go up against CM Punk and The Miz with John Morrison as my tag team partner. Why? Because they'd make me look good!

Q WWE Superstars are known for their trademark entrances to the ring. If you had an entrance theme, what would it be?

A No question. It would be "Eye of the Tiger" by Survivor, featured in one of the greatest films of all time: *Rocky III*!

Q Lastly, what's next for THQ San Diego now that *WWE All Stars* has shipped?

A THQ San Diego's future is looking bright, and we are already hard at work on our next project. Unfortunately, it's too soon for us to talk about it publicly. Stay tuned!

David Freidland, Senior Designer, THQ San Diego

COMMUNITY MANAGER INTERVIEW

Q How'd you get the job?

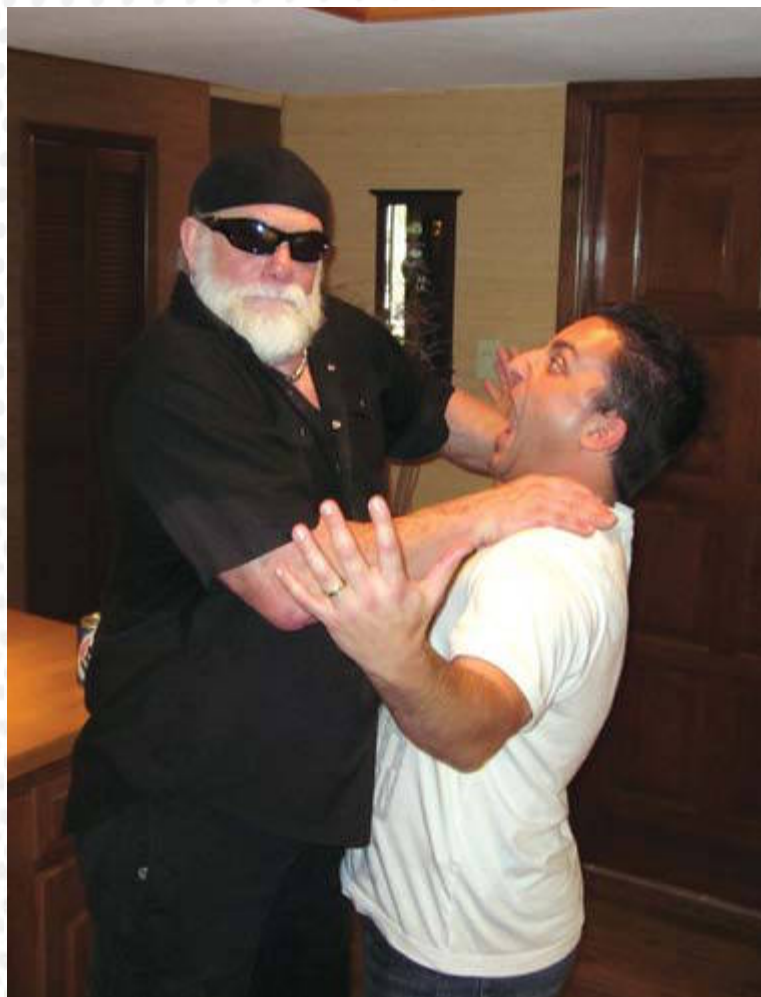
A Well, that's a story of epic proportions that dates back to my days as a paperboy, bagel boy and grocery bagger. Well, not really, but having some experience under your belt to get into the videogame industry is certainly a good thing. The true tale is that in high school and college, I helped recruit and organize marketing research groups for some of the biggest gaming publishers and then put together analysis reports. I learned a lot about what consumers want in a videogame. After college and working as a bartender in Scotland for three months, I landed back in Los Angeles with a job as a marketing assistant at EA Los Angeles, working on *The Lord of the Rings: The Battle for Middle-earth* franchise. There was no Community Manager for the title at the time, so I just decided to take it on. Before I knew it, that same development team was rebirthing the *Command & Conquer* franchise, and I had found within myself a natural talent and passion for working with the fans and our online presence. For the next six and a half years, I became known as "APOC," the official *Command & Conquer* Community Manager (yes, I'm now a true veteran). The videogame industry is like one big shared family. A colleague of mine joined THQ as the Global Brand Manager of the *WWE* franchise and informed me the company was looking for someone to take the reins of the *WWE* games communities and really provide a true Community Manager. So, I took the plunge and jumped ship to THQ after a gloriously long career at EA. As hard as that was, moving on to two of the biggest franchises in the videogame industry was an opportunity I could not pass, and now having the opportunity to lead the community charge for *WWE All Stars*, I know it was one of the best decisions I've ever made. So to answer the question: I landed this job through the whole "someone I knew" scenario. In my opinion, networking and getting to know people is the best way to move around and enter the videogame industry.

Q What have been some highlights?

A So far, three major highlights stick out like Yokozuna. One highlight was when I hosted the first THQ Community Summit surrounding the *WWE SummerSlam* pay-per-view event last August. We brought out 20 of our top community influencers (fan site leaders, bloggers and top message board posters) for their first look at *WWE SmackDown vs. Raw 2011* and more importantly, *WWE All Stars*. The feedback provided to our developer, THQ San Diego, helped improve the game, and after attending *WWE SummerSlam* and *Raw* in the same weekend, these

guys were blown away by the experience. This was the first time THQ had done a real hand-in-hand community outreach, and I was proud to help bring that here.

For the second, I was asked to go on a last-minute trip that was the opportunity of a lifetime for a *WWE* enthusiast: meet and film "Macho Man" Randy Savage for an incredible trailer supporting *WWE All Stars* (maybe you've seen it by now). It was only the second time Macho Man has made a promotional appearance in the last 15 years, and I, THQ Tank, jumped on the plane the second I was asked. My time with Macho Man was unlike anything I could have imagined. He was one of the nicest and most humbling individuals I've ever met.



Finally, I met my giant idol, Big Show, at a press event for *WWE All Stars*. The photo we have together is a timeless classic. I look like his five-year-old son.

Q Do you travel much or are you always stuck in front of a computer?

A Quite honestly, not much. As of this interview, I traveled to meet with Macho Man and went to New York for a *WWE All Stars* press event. I also visit our THQ San Diego studio on a regular basis. Being stuck in front of a computer makes up, I'd say, about 75% of my day; the other 25% is taking meetings and chasing people down for information and assets. As a Community Manager, nothing is more important than building relationships and working on your communication skills. You are doomed without being an expert in both.

Q Tell us something *WWE* fans don't know about you, your job and the *WWE*?

A Before starting my career in the videogame industry, after graduating college, I dropped everything and skipped town to bartend in Scotland for three months. I took the money I made bartending and traveled around Europe, Egypt and Israel. I was gone for four months, and it changed my life.

Regarding my job, most people think a Community Manager lives his or her life on a message board. That couldn't be farther from the truth for me. I'm not your typical Community Manager. While focusing on speaking directly to the fans on our message boards and running our Facebook and Twitter accounts, I also help create and establish our online strategy for the game, help design and build the website, run all the content and do a lot of the graphic design, event planning, work with PR and Marketing and help the development team improve the game. Needless to say, my job is a million times bigger than I think anyone realizes.



What have you learned about WWE fans while on the job?



They are as insanely passionate and “crazy in a good way” about *WWE* as any franchise I’ve ever seen. *WWE* fans care more about the small details and authenticity than any other brand. I think we’ve delivered that in spades in *WWE All Stars*. You’ll notice a ton of little authentic details within each *WWE* Superstar and *WWE* Legend; that extra effort is for the fans. I’ve also learned not to debate with the fans because you’ll never win them all over, and more so, you’ll never win that battle. When fans are as passionate as *WWE* fans are, embrace it—don’t try to shape it.



What’s on your bucket list?



This may sound crazy, but I’ve always wanted to be on the “Amazing Race.” My sister-in-law and my cousin applied as a threesome for a show called “Expedition Impossible” and made it pretty far in the audition process. I’ve always wanted to have a crazy Indiana Jones style adventure in my life, where I feel like I’m in the middle of an action movie. I know. It’s crazy. Beyond that, my bucket list also includes visiting every MLB baseball stadium, going to the Super Bowl, World Series, Olympics (see a trend) and finding a way to live like a rock star.



Three people you’d like to meet; and one sentence on why?



Brian Wilson: the closing pitcher and “the beard” of my favorite sports team, the San Francisco Giants. Will Ferrell: because I’d like to see if he is really Will Ferrell in person. Mila Kunis: she’s my current celebrity crush (don’t tell my wife).



Who would you like to see matched up against the ring and why?



Undertaker vs. Brock Lesnar. There’s an interesting story there and they are two of the biggest names *WWE* has ever seen, not to mention they are beasts in their own right. It may never happen, but when *WrestleMania* rumors begin every year, I always hope by some miracle it will someday.



Why are you called “Tank”?



In college, my nickname was “Tiny Tank.” I’m 5’4” and built like a tank, as they say; I guess I’m just a strong dude. When I came to THQ, it was time to let “APOC” go and bring out the “Tank,” minus the “Tiny.”



Notable threads or names from the forum? Memorable comments or commentators?



I’d like to call out “The Jerichoholic” from our *WWE All Stars* forums and “Miketheratguy” from our *WWE SmackDown vs. Raw* forums as two of our most passionate and prominent posters. These guys rock. The most memorable thread I’ve seen so far is the 51-page “Bring Back the Shut Your Mouth Season Mode” on *WWE SmackDown vs. Raw 2011* and the crazy roster predictions thread on *WWE All Stars*. The most memorable threads are always the ones where the community is asking for what they want. I love it!



Anything else you’d like to touch on?



Here at THQ, we are dedicated to building a bridge with you, our passionate *WWE Games* community. Join us on the message boards, hit up our official website, LIKE us on Facebook and follow us on Twitter. We’ll do whatever it takes to continue making this one of the best gaming communities around. I couldn’t be more proud to be leading it and couldn’t be doing it without a passionate fan base such as this one. We don’t make the community, you guys do, so thank you for your continued support and passion. It’s what drives me.

Aaron Kaufman, Community Manager, THQ

PRIMA GOES TO SMACKDOWN

Flash back to the mid 1980s in northern California, a time when my acid washed jeans were pegged, my hair had "feathers," and I wanted to be a skater and/or breakdancer (I was a fan of Breakin' and Breakin' 2: Electric Boogaloo). I was also caught up in Hulkamania, watched WWE whenever possible, and had a handful of those solid rubber WWE action figures that I loved launching around the house like ninja stars. Mom loved that.

Fast forward to present day.

I attended the live WWE *SmackDown* show in Sacramento on 2/22/11. Thanks to THQ and WWE for setting us up with tickets, and special thanks to WWEShop.com for hooking us up with the appropriate gear.

Considering I haven't attended a live WWE event since that time in the awkward '80s, I was a little skeptical, nervous, and excited. Four of us from Prima Games attended (Paul Giacomotto, Donato Tica, and Fernando Bueno manage projects and Jeff Barton sells our guides into retail stores). A band of hooligans ready for a good show.

Before we hit the arena parking lot, we were talking trash about each other's favorite WWE Superstar and hoping for the show to prove our superiority over the others. Fully equipped in our gear from WWEShop.com, John Morrison, Randy Orton, Sheamus, and John Cena would have been proud; our transformation had already begun.

We arrived at our seats and had a perfect view of the venue. At his point I think we all knew we were in for a treat.

"Whooooooooo!" We were greeted by random howls from around the arena as the seats filled up. The next thing you know, we found ourselves starting the next round of chants and calls whenever the crowd got quiet. With most of the seats occupied, the arena went dark before bombarding us with music and dancing lights letting everyone know...it was time!

It was a Tuesday night, and the event had multiple shows, starting with NXT. Three NXT rookies squared off in a triple threat match, Johnny Curtis, Brodus Clay, Derrick Bateman! It didn't take long for Curtis and Bateman to gang up on the big Brodus Clay.

The NXT rookies battled to the cheering of the crowd; their sheer athletic ability is AMAZING! Curtis would later go on to topple Clay, only to turn his attention back to Bateman and deliver a devastating suplex. With both his opponents disabled, Curtis went for the pin on Bateman first, followed by Clay, going on to win the match. At this range, the sights and sounds of the body slams, clotheslines, and dropkicks, were so close you could feel them yourself. A statement was made...and they had our full attention.

The first match had concluded and before we realized an hour or so had already gone by. The anticipation and excitement continued to grow as *SmackDown* raced toward us. Everything from the crowd to the matchups built up undeniable energy and an electric atmosphere. It was at this point that I paused for a moment and realized just how much fun the four of us were having. It was unbelievable.

SmackDown brought the entertainment up another notch and announced its entrance with an explosion of fireworks that made us all jump and cheer. Surprise registered first, then we all found ourselves grinning, followed by primal cheers of excitement. The next round of matches were about to begin. At this point we were nearly uncontrollable with cheering and booing as iconic Superstars entered the stage.

The World's Largest Athlete, Big Show took on a member of The Corre, Wade Barrett. After an impressive offense by the former Nexus leader, Big Show took the fight outside the ring, punishing Barrett. Trying to avoid a countout, Barrett made a run for the ring. Big Show, however, used his massive strength to slam Barrett on the ground, leaving his opponent disabled as Big Show re-entered the ring to claim victory.

The Corre emerged to help their fallen leader, but this didn't intimidate Big Show. He crushed Justin Gabriel with a steel chair and sent The Corre fleeing from the ring, which brought on even louder cheers from the crowds. At this point, you could feel the entire arena shake with energy.

Other matches went on to include Jack Swagger against Intercontinental Champion, Kofi Kingston. Kofi, an amazing athlete and high-flyer, launched mind-blowing moves against Swagger, however it would ultimately be Swagger's signature ankle lock that would secure him the victory.

Rey Mysterio brought down the "Big Red Monster," Kane who appeared nearly twice his size. While Kane delivered a couple brutal body slams against Rey Mysterio, in the end he would be toppled by the 619. Watching these athletes on TV truly does not do them justice. Their skill, finesse, and strength are unmatched and they have legions of roaring fans, us included.

The highlight of the night was a Mixed Tag Team match featuring Edge & Kelly Kelly against Drew McIntyre & Vickie Guerrero. Vickie's job as *SmackDown*'s Official Consultant was on the line, and the match would prove to be explosive.

At the onset of the match, the "Rated-R Superstar" Edge would tag in Kelly Kelly, leaving the ladies to open the match. While we didn't quite know what to expect, it didn't take long for Kelly Kelly to go for the throat.

It was clear, she wanted to win the match and she wanted it now. With fans cheering, Vickie barely scrambled away to tag in McIntyre to her rescue. Edge and McIntyre went back and forth with no clear winner in sight, battling each other as the match went on.

In the end, Edge caught his opponent with a crushing shoulder clothesline and went the pin. At this point, the entire arena became unglued, everyone was on their feet yelling at the top of their lungs. All you could hear was the deafening roar of the fans. Vickie was stripped of her title.



I haven't laughed, smiled, or cheered like this at an event in a while. We had friendly conversations, nods, high-fives, and "You Can't See Me" hand flashes with other fans all around us. Kids were everywhere schooling us on signature moves, who they liked, and who should be booed. It was not only fun, but an escape that left us with adrenaline pumping.

And that moment is when we all knew we were hooked...again. We were even treated by a special guest appearance that night. Remember "The American Dream" Dusty Rhodes, anyone?

The ride home was like watching any other major sporting event in which we recounted our favorite moments and thoughts of who would beat who. We all now have a heightened anticipation to play *WWE All Stars*. Not just because we think it is a great game (we do), but because I'm certain Big Show could have beaten Andre the Giant...and I'm going to prove it!

Thanks again to THQ and WWEShop.com for the experience and rekindling the inner WWE fans in four guys from Prima Games.

Paul Giacomotto, Product Manager, Prima Games

Jeff Barton, Sales Manager, Prima Games

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PRIMA Official Game Guide

Written by Bryan Dawson

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Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, Business Week, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is Editor in Chief of The Temple Arcade and helps run the annual DEVASTATION gaming tournament and event. Bryan has successfully written over 20 strategy guides, many in the fighting genre.

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Special thanks from Bryan-

I'd like to thanks Paul Giacomotto, Jose Ramirez, and the helpful folks at THQ.

Special thanks from Paul-

Bryan Dawson for his writing, crazy fighting knowledge and efforts documenting all those awesome chain combos. Nick Clifford is legendary in the office for his efforts and responsiveness. A picture of you will hang on my wall...always. Narbeh Avanesian for being creative and helpful. Aaron Kaufman and Marcus Stephenson for getting the community hyped (twitter.com/WWEgames and facebook.com/WWEgames). Dalin Cienfuegos for setting us up with cool MadCatz hardware. Ian Garrison and Jim Mason for WWEshop.com hook-ups. Joe Funk... "we got some traction". Cari and Mesha (aka-Sasha) for providing fandom and early morning energy. Terry Alfstad for her paparazzi skills. Jeff Barton, Donato Tica, and Fernando Bueno ("I see you") for accompanying me to the *SmackDown* event and joining in the fun. Bryan Dawson, Jose J. Ramirez, Kari Keating, Rick Wong and Sara Wilson for bringing it all together. I was fortunate to be part of your extended tag team. Whoooooooooooooooo! BBG.